

GAMEPRO[®]

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Exclusive Review:
Battletoads!
They're Mean, Green, and
New for Your NES Machine!

**The Biggest
& Best New
Game Titles!**
Ikari Warriors III • Valis II
PGA Tour Golf • Whomp 'Em
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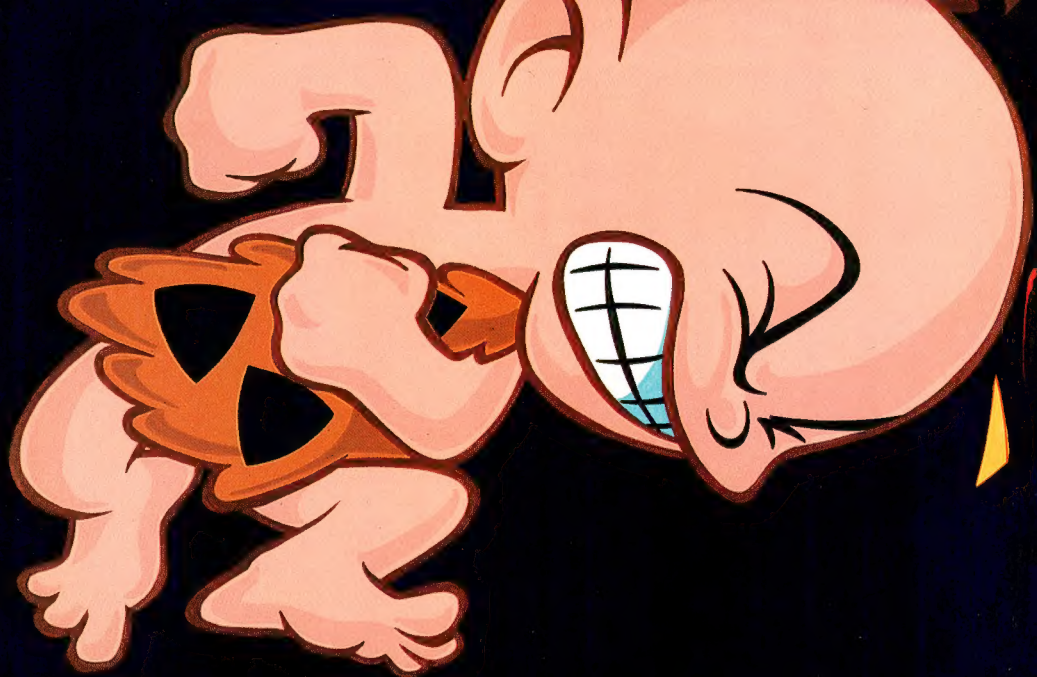
Game Gear!
Never Before Seen
Game Screens!
See Pg. 14

May 1991

\$3.95 Canada \$4.95 UK £2.50



04



IT'S 10,000 YEARS AGO.

YOU MUST BONK 28 STAGES OF BAD GUYS

TO RESCUE YOUR PRINCESS.

AND YOU'VE ONLY GOT 1 WEAPON.

You live in a world of prehistoric swamps, tropical forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS.

the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BOONK! ADVENTURE



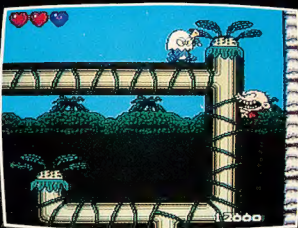
As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cava entrance and bonk all walls to find secret bonuses.

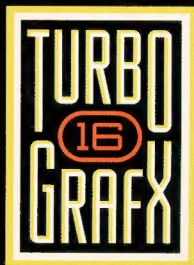


Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC

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But make it your golf bags. Because it's PGA TOUR® Golf. The only game that lets you make the rounds with guys named Fuzzy, the Walrus, Hubie and Fred. In sum, sixty of the best players ever to swing a club.

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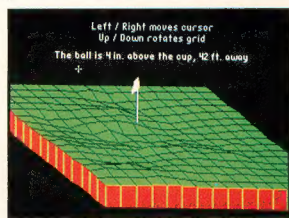


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Trade shots with 60 top pros like Tommy Armour III, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.

a sportscaster with tournament highlights but no commercials. If you don't devour all your greens, you'll finish out of the money. And back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, scores. Even PGA TOUR stats for up to 82 golfers.

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Flying Warriors Chapter 6

Follow Rick and his friends in their latest adventure in the Light Dimension beginning on page 40A.



The Battletoads are hopping mad. See page 26.

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The arcade classic Pac-Man™ makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man™. Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!



There's Ghosts to gobble so get Pac'n.

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GamePro – the Next Generation

By the GamePros

GamePro fans, this is good-bye – and hello.

The premiere issue of GamePro first hit magazine stands and toy-stores around the country in April 6, 1989 – remember? If you're one of the lucky thousands who picked up a copy, hold on to it, it's a minor collector's item.

Over the past two years we've gone through some major changes as we've tried to bring you the latest and greatest video game information and reviews. You GamePro regulars know that because your suggestions and requests have helped steer us towards the best info.

In fact, because video gaming is booming, we've even expanded beyond the regular pages of GamePro to provide you with everything you've suggested. You may have seen the GamePro special issues – S.W.A.T., The Adventures of GamePro, and GamePro's Handheld Video Games. And some of you probably have copies of the GamePro Hot Tips books on sports cars and adventure games. We thank you for your support.

But if there's any constant in the universe (or the Video Dimension), it's that all things must change. And so will GamePro!

Starting with the next issue, June 1991, GamePro will undergo a complete redesign. In fact, the total facelift could take several issues to complete. After all, we've got to figure out a way to fit games for the Nintendo 16-bit machine and the Sega Game Gear in with the growing list of NES, Sega Master System, Genesis, TurboGrafx-16, Game Boy, and Atari Lynx stuff. We'd also like to cover the Neo Geo and, if Atari brings out its 16-bit Panther...well, you understand the situation.

With a few twists and turns, GamePro will eventually be able to present more reviews you can use, cutting edge info, ProNews (from here and abroad), and provide you with the video game information you want. In fact, we've incorporated many of your suggestions into our new design.

So what's in store for GamePro's future? All we can say right now is new look, new book, more game coverage. Also, very shortly we'll feature reviews, S.W.A.T., and comments from the GamePro Team, which we're in the process of organizing. Many of you may already be new recruits.

We also have a new series of special editions in the works, too. In fact, we're set to pull together twice as many as before!

And would anybody out there like to tune in to a TV show based on your favorite video game mag every weekend? We would.

Some of you may miss the old GamePro (some of us miss it already), but don't worry – we'll be basically the same AND much, much better. Study that June issue, we eagerly await your comments and feedback.

GamePro may look a little different, but as always it remains your magazine.



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ABC Audit Applied For.

POWER BLADE™

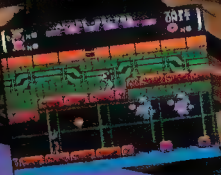
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NOW YOU HAVE THE POWER TO SAVE IT.

2191 A.D.

New Earth's Master Computer is under alien siege. As secret agent NOVA, you're commanded to reestablish control.

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- ▲ Collect colored boomerangs for extra power
- ▲ Stay energized with special amino-protein enzymes
- ▲ An intense soundtrack and riveting sound effects
- ▲ Vivid graphics that jump on your face



Developed by Nintendo
for play on the
Nintendo
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Genesis Invaded by Aliens?

I heard from a friend of mine that a Genesis version of Aliens is coming out soon. Then another friend of mine told me that Aliens is coming for the Genesis, but in CD-ROM format. So, is Aliens due out for the Genesis, and if so, cartridge or CD?

Chance Terrian, El Paso, TX

(Aliens may be invading the Genesis by Storm, Alien Storm, that is. Alien Storm is a soon-to-be-released Genesis version of a popular Sega coin-op, but it has nothing to do with Aliens the movie. If Aliens is due, neither Sega nor its licensees has it. CD may be another story. We'll check it out. — Ed.)

Can't Get No TurboExpress

I'm an avid gamer who's interested in learning more about NEC's TurboExpress. I thought that the system looked really great in the August, 1990 Cutting Edge. I asked for it at Christmas, but I found out a few days later from my local video game dealer that only 10,000 or so TurboExpress game systems had been released in the U.S. Is this info true? If so, is NEC planning to re-release this product in the U.S. again? Please shed some light on the subject.

Thomas McGill, Rodeo, CA

(An initial run of 10,000 TurboExpresses sounds reasonable to us, but NEC likes to keep that type of info to itself. At the time you wrote your letter this first batch was long gone, but NEC was planning to release its second wave of TurboExpresses in April in New York, Los Angeles, Chicago, San Francisco, and two more major metropolitan areas. — Ed.)

What Happened to the Detroit Kid?

I recently bought James "Buster" Douglas Knockout Boxing for the Genesis. In the advertisement for the game I see pictures of the Detroit Kid, but in the game itself there's no Detroit Kid. Where did the Detroit Kid run off to?

I also want to speak my mind on a different subject concerning the Genesis. I've owned my Genesis for a little over a year, and I'm very happy with the graphics. My question is why don't the games talk more? One of the main reasons I

bought a Genesis was because of Altered Beast's cool vocal responses during power-ups or when an enemy is about to transform. It seems to me that games like Knockout Boxing and Strider would have been better with some vocals added in. Let's have some more voice sounds like those in Tommy Lasorda Baseball!

Richard Williams, Augusta, GA

(Guess what? The Detroit Kid IS in JBD Knockout Boxing, but he's in disguise. In the arcade JBD is Final Blow. That's what the Genesis cart was going to be before Sega signed up James Buster Douglas for the main event. So, the Detroit Kid with a little touch up job is — James Buster Douglas.



The screen pix for the ads were shot before J.B. climbed into the Genesis ring.

Good question about Genesis voices. According to Sega, whether or not a game contains voices depends on the style of the game, the nature of the game, or if it's based on a coin-op with vocals. Sega definitely hasn't deep-sixed vocals; take a look at (or a listen to) 688 Attack Sub when it surfaces. The voicing in that cart just might be the best Genesis vocals yet! — Ed.)

Is the Industry on the Skids?

I've become very concerned in the past few months with the video gaming industry. Too many companies are manufacturing games that are simply variations on a theme. When will someone come onto the scene and breathe life back into the games? Although it maybe true that

many new games have superior graphics and audio capabilities, it's also true that many games are unimaginative or have little quality gaming. How often must we rescue our girlfriends from some rebel gang, or overthrow an evil king, or save the world from an alien invasion? It's even worse when a game presents an innovative story line, but then fails to carry out the promise onscreen.

It also seems that the lifespans of games are shorter. Many games that are supposed to be long and difficult can be polished off in a matter of hours or days.

What's going on?

I hope that someday the giants of this industry will realize that people are looking for real story lines, not just an excuse to vicariously kill somebody. Most companies seem more concerned with cranking out games for a quick buck than with producing a playable cart with real value. When consumers purchase games they look for company names and past successes. If we're disappointed when we get home, we're going to be wary of purchasing games from that company again.

Unless the market improves we may have another crash, and this time the public won't want to get involved again.

Jonathan Cocco, Valencia, CA

(GamePros, write and tell us if you agree or disagree with Jonathan! — Ed.)

So, Tell Us What You Think.

This is your magazine so tell us what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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COMPARED TO
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AND RADICAL RACING,
FOR ONE OR TWO
PLAYERS.



The Cutting Edge

The Sega Game Gear

By the Whizz

Game Gear Is Here!

The Sega Game Gear is making its debut in New York and Los Angeles even as you read this sentence. By June, according to Sega, the nifty \$149.95 color portable will have spread its way across the rest of the country.

What All the Commotion's About

The Game Gear first surfaced in Japan (see *The Cutting Edge*, *GamePro*, December '90). It's an independent game system that won't be compatible with either Sega Master System (SMS) or Genesis games, but it packs a Z-80A CPU, the same brain that drives the SMS. On paper this enables the unit to display 32 on-screen colors from a palette of 4096 hues.

The Game Gear's a compact package (8.25 inches long by 4.5 inches wide by 1.5 inches high) that features slick, high-tech styling. A narrow slot at the top of the unit accommodates game carts, which are a trim 2.4 inches long by 2.7 inches wide by .3 inches high.

The action takes place on a 3.3 inch backlit color LCD mounted in between the directional pad and two fire/jump buttons. The screen resolution is a sharp 160 pixels by 146 pixels.

Game Gear Gear

The Game Gear draws its juice from six AA batteries. However, options include a rechargeable battery pack and an AC adaptor which are both smart buys if you're interested in long term play. The



Game system or TV – Game Gear does it all.

energy-thirsty unit drains batteries after 3 to 4 hours. Mobile gamers will be able to purchase an auto cigarette lighter adaptor.

Other options include the Gear-to-Gear Cable for two-player head-to-head games, and by Christmas you'll be able to purchase a VHF/UHF color tuner, which turns the GG into a TV.

Game Gear Games

Sega will release six games with the Game Gear including Columns which comes bundled with the unit. According to Sega, at least 13 other titles are due by Christmas including Golf, Joe Montana Football, and an all-new Shinobi saga. Game price tags range from \$29.95 to \$34.95.

Columns

The answer is "Yes." This is the same likely-to-be-a-classic puzzler that you've seen for the SMS and the Genesis where you match up falling jewels to make them disappear. There are nine levels,



Columns

and you can play with 4, 5, or 6 colors of jewels. Two players can go head-to-head with the Gear-to-Gear cable.

Dragon Crystal

This is a totally original, one-player fantasy role-play game. Our hero (you) has been trapped in an awesome dungeon world by an evil sorcerer. Via a 34 overhead view, you search 30 sharp-



Dragon Crystal

looking levels for weapons, armor, potions, magic staffs, sacred scrolls, and magic rings. It's mucho fun even when you run up against the sorcerer's evil minions, which include blobs, ninjas, and worse. You can really get lost in Dragon Crystal.

Revenge of Drancon

This cart is basically a Game Gear version of Wonder Boy for the SMS (but don't tell Sega we told you). In this single player action/adventure game, you play a roly poly jungle boy who's out to rescue – all together now – his kidnapped girlfriend! Your search covers

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nine areas, four rounds per area, and four sections per round. Whew! This one seems longer than the original but just as fun.

G-LOC

G-LOC is a jet fighter shoot-em-up that's a miniaturized version of the Sega coin-op. A first person perspective puts you in the pilot's seat as you fly nine awesome combat missions. In two-



G-LOC

player versus mode you take on a friend (or foe) in a head-to-head dog fight. Off we go into the tiny blue yonder.

Castle of Illusion Starring Mickey Mouse

America's rodent scampers into the Game Gear. Mickey must rescue Minnie from Mizrabel's Castle of Illusion. In this one-player adventure, you hop and bop your way through five worlds that look wonderful but are full of mouse-catching dangers. But big or small Mickey's a winner.

Psychic World

A horde of ghastly monsters has escaped from Dr. Knavik's ESP research lab. You chase the psychics through four stages of multi-scrolling action. You fight 20 different types of creatures. Some end bosses are huge by handheld standards, occupying nearly half the screen. To beat the beasts,



Psychic World

you must find power-ups that augment your four psychic powers and pick up five weapons. Hang in there!

Super Monaco GP

This game's raced through coin-op, Genesis, and SMS versions. Now, the Grand Prix goes Game Gear. You drive



Super Monaco GP

16 tracks in international locales such as Brazil, Australia, Japan, and Hungary. Each race is three laps long versus 13 other drivers. To beat the cart you must finish better than sixth in all 16 races.

Color Dreams, Color Schemes

The Game Gear makes color video gaming as convenient as a paperback book. But as always the proof's in the playing.

The Cutting Edge will present a head-to-head Game Gear versus the Atari Lynx grudge match at a later date. Until then go find a Game Gear and play!



Enjoy
Hudson

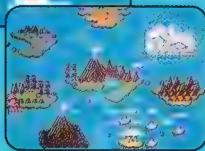
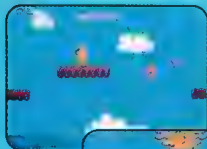
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Break out the sunscreen and take off for Adventure Island II.TM

That Evil Witch Doctor's at it again. He's grabbed your latest honey and *dares* you to do something about it. ☐ But this is no day at the beach. You've gotta fight your way past EIGHT treacherous islands! Including a Dinosaur Kingdom with some of the creepiest critters ever to slither across a video screen. Volcanoes. Avalanches. Giant Scorpions. Killer Cobras. We're talkin' one tough Witch Doctor here! And the action really heats up with a new vertical/horizontal scroll. Plus, stage select lets you control play. ☐ ADVENTURE ISLAND II. A sure-fire scorcher! Look for it wherever you buy the best video games.



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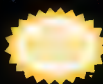
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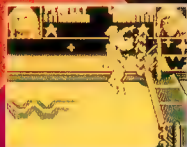
OUT-OF-THE-RING MAYHEM!

Watch out for a powerslam!



TV INTERVIEWS:

Get answers to take on these TV Python's!



TURNBUCKLE TURNMOIL!

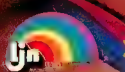
Unleash a devastating move leap on your opponent!



Step into the ring with Ultimate Warrior™, Hulk Hogan™, Mr. Perfect™, Million Dollar Man™, Ted DiBiase™ and Macho King Randy Savage™.

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GAMEPRO

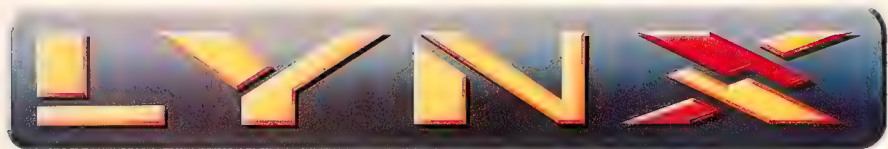
Chapter 19: Bonk!

Alex West, an extraordinary videogamer, has been suddenly transported out of Earth and into the Video Dimension by the wizard Zardoth. Although existing on a separate plane of existence, the Video Dimension shares an electromagnetic bond with Earth, for in this dimension all the worlds and creatures of video games are a reality! Zardoth seeks Alex's exceptional video gaming skills to defeat the menace of the Evil Darklings – a cruel shape-changing race that has overwhelmed the Video Dimension, and is intent upon finding a way to launch a full-scale invasion of Earth! Alex's only hope of returning to Earth is to enter various video game worlds and seek out and destroy the Evil Darklings influence within. To aid Alex's mission, Zardoth has magically bestowed upon him the uniform and powers of GAMEPRO – the ultimate video gaming champion!

Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

PREVIOUSLY: GamePro has just helped Michael Jackson defeat Mr. Big, and rescue the child-walker Meanwhile, the Evil Darklings are one step CLOSER to their goal of crossing the interdimensional barriers between the Video Dimension and Earth! The Supreme Overlord and Dr. Ssyth have located and assembled their forces on the asteroid that Zardoth had first transported GamePro into the Video Dimension. They are searching for an interdimensional "rip" that was created when GamePro by sending their own agents through the "rip" back to Earth! Once on Earth, their agents could prepare the way for a full-scale invasion force! Oblivious to these ominous occurrences, Zardoth has dispatched GamePro to take care of an Evil Darklings menace in another part of the Video Dimension...





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...ON THE ASTEROID
THAT ZARDOOTH
FIRST TRANSPORTED
ALEX INTO THE
VIDEO DIMENSION.

DR. SSYTH!
REPORT YOUR
STATUS!

SUCCESS, MY LORD!
I HAVE ISOLATED
THE INTERDIMEN-
SIONAL RIFT AND
REMAINING OPEN
TO EARTH!...

...APPARENTLY, THE
RIFT IS BEING KEPT OPEN
BY A VERY FAINT ENERGY
SOURCE ON EARTH!

THE RIFT IS EXTREMELY
SMALL. SOME LUCK
WILL BE NEEDED IF
WE ARE TO TRANSPORT
AN AGENT OVER AT
ALL...!

WE SHALL!!

AND ONCE WE CROSS
OVER TO EARTH,
WE WILL CREATE
A GATEWAY LARGE
ENOUGH TO TRANSPOR-
T AN ENTIRE
INVASION ARMAADA!

...WHAT IS THE
STATUS OF STALKER?
IS HE REPAIRED
ENOUGH FOR INTER-
DIMENSIONAL TRAVEL?

*STALKER WAS SEVERELY DAMAGED IN HIS BATTLE
WITH GAMEPRO IN "THE ADVENTURES OF
GAMEPRO" COMIC BOOK-VOLUME 2!

IT'S AMAZING
THAT HE SUR-
VIVED THE
CRASH AS HE
DID...!

...WE SAVED
AS MUCH OF
HIS BODY AS
POSSIBLE!

I TRANSFERRED
HIS BODY INTO A NEW
EXOSKELETON ESPECIALLY
DESIGNED FOR THE
RIGORS OF INTERDIMEN-
SIONAL TRAVEL....

NOT ONLY IS HE
STRONGER, BUT
THIS NEW EXO-
SKELETON HOLDS
A VAST ARRAY
OF NEW WEAPONS
AND ARMOR!

I PRESENT
TO YOU THE NEW
AND IMPROVED...

STALKER!

ALL SYSTEMS
FUNCTIONAL...

SUBJECT IS
100% SELF-
OPERATIVE!

SPEAK! WHAT
IS YOUR STATUS?

I AM YOUR
SERVANT
MY LORD!

I AM ASHAMED OF
MY FAILURE TO DE-
FEAT ZARDOOTH'S
LACKEY...

I SEEK
ONLY YOUR
ABSOLUTION!

VERY WELL!
PROCEED
AT ONCE!

PREPARE
FOR TRANSPOR-
T!

I AM
READY!

ALL STATIONS!
RECALIBRATE
POINT OF
ENTRY! ALL
GENERATORS
TO 100%!

BY YOUR
COMMAND!

PREPARE THE
TRANSPORT
PLATFORM!

FULL POWER
IN SIXTEEN
DECORNS!

AT
LAST..!

...THE MOMENT
OF TRUTH!

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medieval art of alchemy
(al'ke-me), the magical
power of converting
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*Ages have passed and
alchemy is forgotten.
now you have learned the
basics of this lost art from
Hermatrix™, the Master
Alchemist.*

*A fire breathing dragon,
located at the bottom of a ten-
level dungeon, is tormenting a
race of giant ants, called the
Arimasps™. Your task, young
alchemist, is to test your new
skills as you travel through this
enemy-loaded maze. Using
alchemy, you will transform
items you find, into items you
need to conquer the Mysterium
and save the giant ant civilization.*

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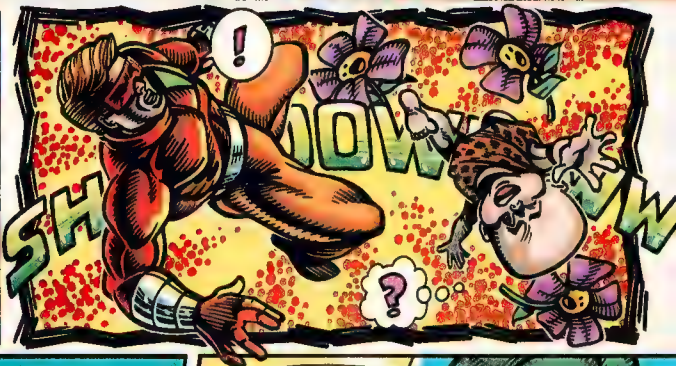


SHOOOWWW

AT THAT PRECISE MOMENT, BACK ON BONK'S ADVENTURE...

PRETTY FLOWERS!

CAREFUL! THE MIDDLE FLOWERS ARE USUALLY DANGEROUS!



UNSH...

WHAT THE HECK WAS THAT?!



ZARDOTH!
WHAT'S GOING ON?!

OOH...
BONK'S HEAD HURTS!



THE EVIL DARKLINGS HAVE DISCOVERED YOUR POINT OF ENTRY INTO THE VIDEO DIMENSION!

WHAT?!!

AN INTERDIMENSIONAL "DOORWAY" WAS CREATED WHEN I TRANSPORTED YOU INTO THIS DIMENSION...

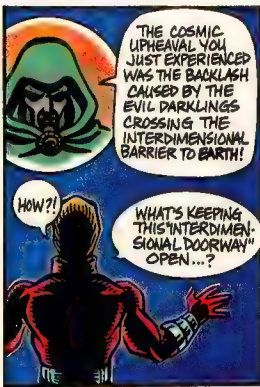
...PLUS THIS HOLE IS STILL BEING KEPT OPEN BY A POWER SOURCE ON EARTH!



THE COSMIC UPHEAVAL YOU JUST EXPERIENCED WAS THE BACKLASH CAUSED BY THE EVIL DARKLINGS CROSSING THE INTERDIMENSIONAL BARRIER TO EARTH!

HOW?!

WHAT'S KEEPING THIS "INTERDIMENSIONAL DOORWAY" OPEN...?



ALEX... LOOK!
I AM ABLE TO LOCK ON TO AN IMAGE FROM EARTH!!

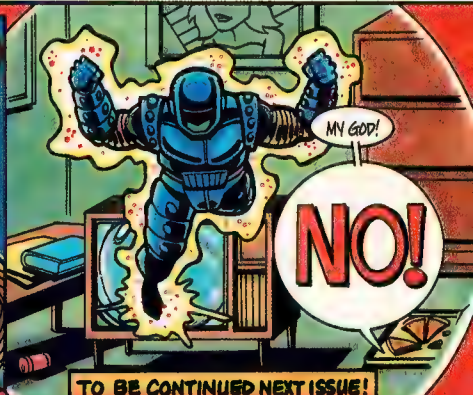
HEH! THAT'S MY APARTMENT ON EARTH!

THAT'S MY DOG! THERE'S MY TV!



MY GOD!

NO!



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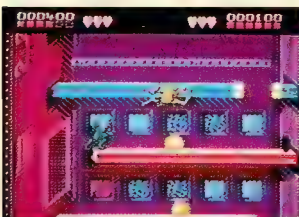
By Boogie Man

Zitz! Rash! Pimple! Sounds like a teenager's worst nightmare, but they're actually the names of

the Battleloads, the most outrageous gang of star-trekking amphibians to hop through the NES in a long time.

Web-footed Friends

Battleloads from Tradewest is a rip-shorin' outer space chase that's as good an NES action/adventure cart as there is. You can play a one-player session or two-player simultaneous games; either way it's a blast!



Two 'Toads double the fun and the difficulty.

The story begins aboard the spaceship Vulture as the 'Toads and their mentor, Professor T. Bird, escort Princess Angelica back to her home planet. But the Dark Queen is on a rampage, and this girl is bad, BADDD! She kidnaps Pimple and Angelica and imprisons them at her planetary hideout.

Get the Frog Outta' Here

You play Zitz (your friend is Rash) as you invade the Dark Queen's domain. Her world is deadly, but great-looking. You tackle 12 excruciating levels of horizontal-ly and vertically-scrolling sideview action.



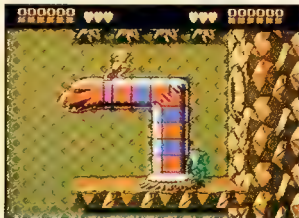
Maps reveal the challenges ahead.

This outrageous adventure is guaranteed to keep you on your toads, uh, and your toes. Your challenges include leapfrogging deadly obstacles on Speed Bikes through the Turbo Tunnel, slipping and sliding through the Ice Cavern, splashing through the Water Rapids, and space surfing through Surf City.

PROTIP: In the Chasm (Level 3) barricades seem to pause briefly at the right edge of the screen before you ride towards them.

PROTIP: When the airborne Rat Pods try to bomb you at the end of the Chasm, watch their shadows and move to the opposite side.

Three levels consist of several sections, which provide diverse problems for you to master. Each of these levels is a mini-game unto itself. For example, in Kamath's Lair (Level 6) you must ride four sneaky snakes which glide in and out of four different vertical mazes. In Volkmiere's



Riding the snake is tough, especially with two 'Toads.

Inferno (Level 7) you fight head-butting Skuzz rats and shoot down Rat Rockets, then you hop onto a single-toad Jet Turbo and fly through four tricky sections.

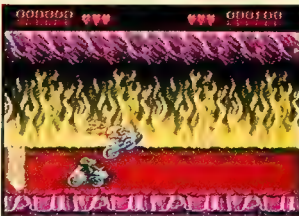
PROTIP: It's easier to beat the Retro-Blaster at the end of Level 2 with the demolition ball move than with the bird feather.

PROTIP: On Level 7, Volkmiere's Inferno, stay to the left side of the screen so you have plenty of time to dodge the flames.

Great Graphics

Battleloads sports some of the most innovative and fun graphics and sound around. The 'Toads, their friends, and their fiends are excellently drawn in a

slick cartoon style. The multi-scrolling backgrounds are knock outs.



Speed Bikes through Volkmiere's Inferno.

This cart packs some really rad, imaginative views. One of the most unusual is versus the Giant Red Walker (it's so big you never see the entire thing). You control the 'Toads but you guide their attack as you look at them through the Walker's rose-colored lenses. It's a simple visual twist that's great fun.

The 'Toads' 9 power hits feature great cartoon-style graphics. For instance the Jawbuster turns your hand into a giant fist at impact, and Full Metal Ear-Muffs makes your hands huge cymbals.



Ice Cavern snowball fights are cool.

Naturally, you eat flies for power ups, and you snatch them out of the air with a long, sticky tongue.

Space Cases

The 'Toads aren't the only characters with attitude here. You face 18 types of



The Dark Queen likes fried frog legs.



weird creatures. The Dark Queen's lethal hench-things also feature great cartoon graphics. For example, you meet a Snowman with no Christmas spirit, the porky Psyko-Pigs, and Hornhead, an extraterrestrial rhinoceros in a very bad mood. There's even a special guest villain "invading" this cart from a classic arcade game.

PROTIP: When you knock out creatures as you drop down the Impact Crater, hit them again as they fall for extra points.

PROTIP: If an enemy beats you to the punch, you can't hit them back while

they're attacking you. However, you can jump away and then counterattack.

If the critters don't get you, the traps will. It takes plenty of practice to trip up 11 types of traps such as the Saturn Toadtrap plant, the smelly Gasser, the Sucka vacuum, and the gross (but lethal) Snotball.

Rough-it, Ride-it, Ribbit

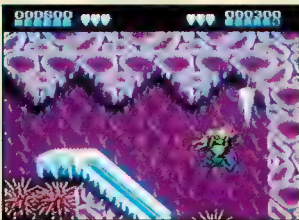
The fighting's ferocious so you must master Toad-fu if you want to make it to the end. This cart has a great grab 'em feature where you can snatch any object from the landscape. Pick up a piece of

metal and use it as a club or heave it at an enemy. A bird feather becomes a slashing sword. If your buddy falls, pick him up and carry him.



PROTIP: After you bust up a Tall Walker or any other machine, wack the broken pieces for extra points.

But the interactivity works both ways. In two player games it's one lose, all lose. You can accidentally beat-up your buddy, and if either one of you loses a life, you both start the level over.



PROTIP: If a bad guy knocks your buddy unconscious, you can pick him up and carry him to safety. In a pinch, toss him into creeps; however, he'll take a hit.

For variety you also drive three vehicles: a road-hopping Speed Bike, a rocket-powered Jet Turbo, and a shaky Space Board (look out Silver Surfer).

Hop into the Future

BattleRoads is a monster! Sixteen-bit game systems making you nervous about the longevity of your humble NES? If NES carts to come can be this good and this much fun, you can hold off on that upgrade a while longer.

BattleRoads by Tradewest (Price Not Available - Available June '91, 2 megs).



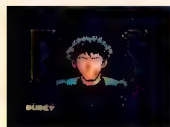


FINALLY, A GAME THAT SPEAKS YOUR LANGUAGE!

Totally Rad™ takes the most awesome beach dude on a trip far below the sand, in pursuit of the totally ungnarly creature who made off with his beautiful girlfriend. Along the way, he runs into some totally gruesome monsters, who come after him with some pretty heavy magic. Luckily, he's got a few tricks of his own: **magic boomerangs, electric shock claws, shooting stars, even telepathy.** This dude even has the ability to change forms... from a bird to a lion to a giant lizard.



TOTALLY RAD IS TOTALLY RAD!



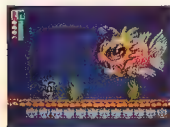
Excellent! Dude meets magician.



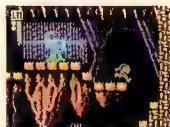
Bogus! Dude meets monster.



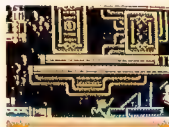
Take to the air, dude!



Whoa! Life's a beach.



Awesome! Dude goes underground.



Tubular! Totally weird war.





By Holly Wood

Touted as the first American video game to star a Native American, Whomp 'Em, Jaleco's new adventure

title, tells the tale of young Soaring Eagle, who sets out one day to collect Totems (spiritual icons) for his Magic Pouch. The little Indian Brave's innocent Totem trek quickly turns into a psychedelic trip through eight mysterious Worlds, where objects of nature and Indian symbols, such as mushrooms and sacred dolls, transform into wild, life-size maniacs.

Six of the eight Worlds have a theme, such as the Magic Forest, the Water Test, and the Secret Cliff, and they're all overrun with fierce creatures and bosses to match! When Soaring Eagle makes it through a World in one piece, he earns magic Totems that enable him to do nifty things like fly and shoot spiderwebs.

PROTIP: Get to a Magic Potion 1-Up in World One by jumping around in front of the last set of steps. Hug the left wall when you jump down the cliff to avoid deadly spikes.

War Paint

Whomp 'Em fares well in the looks department. Soaring Eagle is a Mario-sized guy, minus the moustache, who looks pretty sharp in his headband. And, Jaleco didn't go into overkill with the detailing. The sprites are clean, colorful, and, most importantly, easy to see.

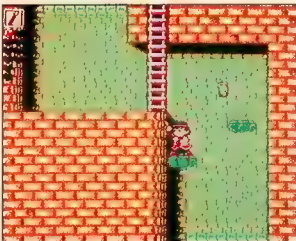


PROTIP: When you see "flying snakes" in the Secret Cliff World allow them to approach you face to face then fire. That way you won't get hit by their fiery breath.

WHOMP 'EM

Eagle Power

Soaring Eagle's definitely got his moves down. He's an ace with the spear, and he can out-jump most rabbits. His Totem weapons, such as the Spear Whirlwind and the Ice Crystal, are good for certain specific situations, but they don't offer consistent protection like the ordinary spear. Destroy your foes and they almost always leave behind icons that are good for things such as extra energy, a stronger spearhead, or a temporary shield.

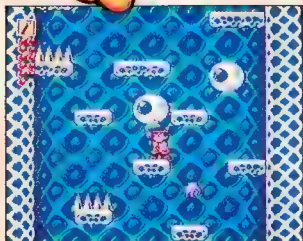


PROTIP: When Soaring Eagle jumps up the first set of "spring-rock" platforms in the Secret Cliff area, a Magic Potion will pop out somewhere between the fifth and sixth jump. Be prepared — it gets away easily.



PROTIP: When you jab swooping fire birds, beware. They burst into hot debris.

PROTIP: If Soaring Eagle gets ice on his feet in the Water Test area, he can shake it loose by immediately jumping up and down.



PROTIP: Get healthy in the Ice Ritual World by jumping down to the third or fourth platform on the left. Move close to the edge and stab the rocks as they fly past. Every imaginable power up item can be found inside these rocks, so hang around.

How the West Was Fun

For a first timer in the video dimension this little Indian Brave does a pretty good job. The action's constant, but not frantic, and each world offers a good mix of challenging obstacles. For the hard-core action gamer, Whomp 'Em may be a bit of a sleeper, but for the general gaming public this little Indian's got a clever tale to share.

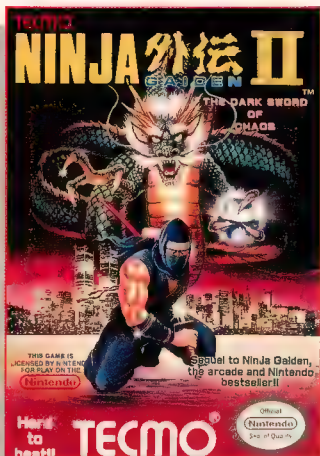
Whomp 'Em by Jaleco (\$45.95 — Available April '91).

GamePro Game Rating				
Graphics	Sound	Gameplay	FunFactor	Challenge

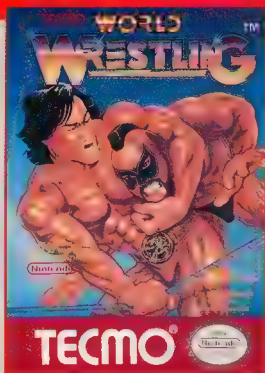
YOU'VE TRIED THE REST NOW PLAY THE BEST!



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- Superior graphics
- 5 Levels of difficulty
- 10 Rooms in each level
- Password for continual action
- 13 Magic power-ups

- 1 or 2 players
- 5 rounds in each level
- Random road obstacles
- 3 levels of game play
- Special 2 player rounds
- 6 "Power-up" driving weapons



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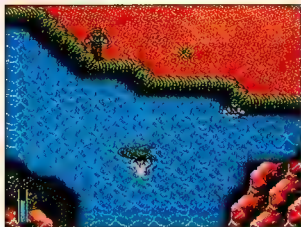
By Slasher Quan

If you thought the hottest SNK wargame action was 'Nam '75 for the NEO-GEO, well, you're right. However, for all you shoot-em-up fans who can't afford \$200 cartridges, SNK has continued its action-packed NES Ikari Warriors series with Ikari Warriors III: The Rescue.

As if you couldn't have guessed, it seems a hush-hush terrorist group, Crime Ghost, has kidnapped the President's daughter, Elise. The first family has given up hope of ever seeing its pride and joy again, but fortunately Paul and Vince are on the job.

A View on the Kill

Paul (and Vince) in two-player simultaneous mode) must traverse jungles, battlefields, enemy hideouts, and the like in this six-Act mission of blood and steel. Their carn-



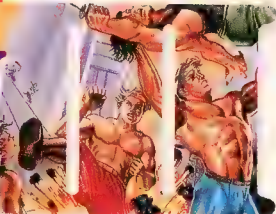
The Ikari Warriors are back!

paign is displayed from an angled top-down perspective, and the screen scrolls vertically and horizontally. The graphics are above average but suffer more than most from flicker. However, there are some well-drawn intermission scenes to keep you updated on the plot. The tunes rock to the same compelling beat found in earlier SNK warfare carts like P.O.W.

Fists of Fury

In their previous appearances, the duo of destruction blew away opponents with an awesome arsenal. This time around, they have to rely on fists and feet, though boulders, exploding barrels, rifles, and grenades come into play every now and then.

IKARI WARRIORS

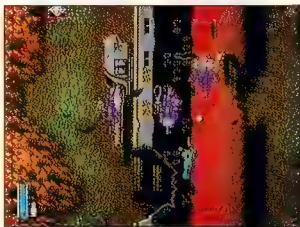


PROTIP: In general, a rapid fire flurry of punches is your best offense. Often you can stun an opponent and quickly dispatch him with this tactic.

PROTIP: When you wade through water, press A for a gorilla slam that would make even the Ultimate Warrior cringe.

Hit the Road, Paul

No blastathon would be complete without an army of devious soldiers. The Crime Ghosts attack in waves, and each wave possesses a different skill, such as flying karate, grenades, or sub-machine guns. To top it all off, super bosses are found at the end of every level, with a few thrown in at halfway points for good measure.



The sunken ship means explosive underwater action.

Acts I-III take place on dry land, but number IV is an underwater scuba expedition! After rescuing Elise in Act V, you'll have to hijack a plane home and take on mega-commander Faust in Act VI.



PROTIP: To scrap the boss tank at the end of Act I, blast it from the side. Keep moving or you'll be flattened by its treads.

PROTIP: Todd Manor, the dynamite-totin' chief of Act II, isn't as tough as he looks. Stand behind him to avoid his explosives, and use the rapid punch technique when he lands next to you.

PROTIP: Take on the Cheng Brothers of Act III one at a time with a close up rapid punch - even their shields can't save them.

PROTIP: The huge tank found at the conclusion of Act V has a vulnerable turret. Dodge in between its shots and fire when possible.

PROTIP: Final boss Faust is as susceptible as anyone to rapid punches. Keep close and don't give him a chance to body-slam you.

Too Much Power to You

Remember when you breezed through Ikari I with the continue code and decided the game wasn't worth more than a rental? In Ikari III you get unlimited continues from the spot where you perish, so you may reach a similar conclusion. It's a fairly fun two player contest, but only the first trip through. After that, this game is as dry as the Sahara Desert.

Ikari III: The Rescue by SNK (\$39.95 - Available March '91).

GamePro Game Rating				
Graphics	Sound	Gameplay	FunFactor	Challenge

FUN FOR KIDS OF ALL AGES



2 PLAYER

If your idea of fun is blasting your way through endless armies of fierce enemies from the past, present, and future, then GAIN GROUND is your game. Choose three warriors from an elite group of twenty, all with different weapons and

capabilities, to venture into this strange and deadly world of war simulation gone berserk, where helpless captives await rescue. Team up with a friend and hit the battlefield... Young, old, or in-between, everyone can be a hero in GAIN GROUND.

RENOVATION
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GENESIS PROVIEW



By Doctor Dave

Wardner is the first offering from brand new Sega Genesis licensee, Mentrix Software. Expect more good things to follow. This solid cart is an action/adventure winner with good-looking, cartoon-style graphics, action-packed gameplay, and great sounds, too.

You might have seen Wardner wandering around the arcades. In coin-cruncher clothing it's called Pyros. The Mentrix version is identical.

But if you aren't into hanging out at the arcades, then you'll want to know that in this hot, side-scrolling video quest you are a little guy named Dover. You crouch, jump, and toss fireballs all the way through six levels of hideous monsters to save your girlfriend, Mia, from the clutches of the evil Wardner!

Close Encounters

Your journey begins near the Deadly Swamp and eventually takes you to the Wardner's Forest, the Wardner's Mansion, Castle Maze, the Tower, and the Underground Passageways. Along the way you'll pull some swift moves as you climb vines, jump over molten lava swamps, leap fire pits, and dance by sliding, pinwheel-like sawblades. But hurry, there's a time limit for each level.

Most of the Wardner's nameless hordes are tough to fight, but they're even tougher to describe. They look slick, but you've got to see them yourself. For instance, flying skulls, big birds, and headless zombies are easy to recognize, but then you run into little hooded guys with beady eyes, round creatures that are all eyes and legs, and, well, you get the picture (we hope). Beat them and they drop gold coins, which you can cash in for potent stuff later on.

To protect yourself from the creepy crawlies you pitch fireballs. You can also beef up your firepower, buy potent items, and make friends with a cute little Fairy to help you along your journey. The Fairy

lowers the boom on evil beings who are close by. She'll also absorb their blasts if she's in the correct position.

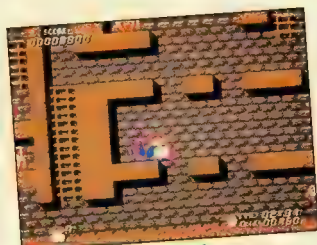
At the end of each level, you have to fight a Ward (a boss) before you can go forward. The Wards are a monstrous motley crew that toss some unusual tricks at you. They are the Emerald Dragon, Kaja, the Fire Dragon, Tagoum, Grocco, and finally the evil Wardner himself.

Shop 'Til You Drop

If you defeat the Ward, you can enter a shop where you can spend your gold coins on power ups and other helpful items. The shop sells three types of magic power ups to heat up your fire balls. You can also buy a Magical Cape, Needle and Thread, or a Clock. The Magical Cape protects you against one hit from a Wardner creature as does the Needle and Thread. Buy both to get two free hits. The Clock gives you an extra 30 seconds to finish the next level.



PROTIP: In Level 3, you can drop the dragon with ease by letting his nose barely appear on the screen as you throw fireballs at him.



PROTIP: In Level 3, there's a hidden Magical Cape.

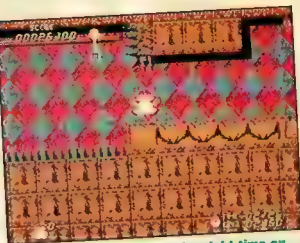


PROTIP: In Level 2, just grab the Magical Flute to catch a ride on a huge bird that takes you away from immediate danger, but straight to the boss!





Beware of Kaja deep within Level 2. This huge insect breathes deadly fire!



Release the cable at just the right time or you slam into these deadly spikes!



PROTIP: You'll need the Magic of the Sun to defeat the Rockman in Level 4. All other magic fires too slowly to defeat his little buddies!



PROTIP: Protect yourself from the Wardner by kneeling down as you fire rapidly. This works until he gets angry and turns into his evil self. The rest is up to you!



The Doctor's Prognosis

Wardner is a challenging Genesis cart that's fun and easy to play. The graphics are good and the soundtrack's great!

You'll work steadily through the early levels, but later you'll run into stiff competition. Every level tosses new traps, obstacles, and creatures at you, but you'll still be eager to see what's around the corner. Seven continues give you a good chance to make the turn.

This cart's top notch! We only have one question: What's a "Wardner?"

Wardner by Mentrrix (\$49.95 - Available May '91, 4 megs).

GamePro Game Rating				
Graphics	Sound	Gameplay	FunFactor	Challenge



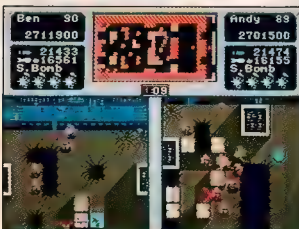
By The Bohemian

Thanks to the efforts of the maniacal Mr. K, 21st Century Earth is on its way to becoming a thing of the past. This whacko's an expert in the field of artificial life who also happens to be missing a few marbles, and he's created a hostile horde of creatures to take control of the United Nations' futuristic industrial city, Atlantis.

Enter Ben and Andy, Special Forces Officers highly skilled at secret infiltration. At the U.N.'s request, they must plant a series of time bombs throughout Atlantis and blow it, Mr. K, and his evil brood to smithereens!

Get an Artificial Life

If you haven't already guessed, this action/shooter's a cart built for two, but you can play solo. Either way, you'll have to bust some major moves to survive in the new, unimproved Atlantis. Made up of four main quadrants (each split into three areas), Atlantis is a maze-like city packed with security systems, which range from flaming fire pits to subterranean rocket-launchers.



PROTIP: As you work your way around the cracks and holes which appear on the floors of Stage Two, don't travel along the "wall" at the top of the screen. It's the pits.

Now that Mr. K's runnin' the town, the streets are patrolled by 11 species of gruesome artificial lifeforms such as the WallCutters and the Mandrills. Each of these robo-beasts has a unique set of robo-psychotic tendencies, so they toss chainsaws and deal out gut-wrenching body blows at the drop of a hat. Mind your back, front, and sides always!

Here's Lookin' Down at Ya!

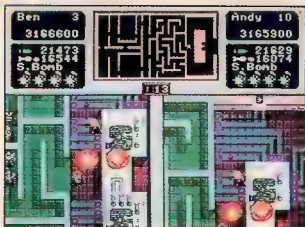
Crack Down's a good-looking cart that offers ka-boom with a view. The 360-degree overhead perspective is slick (and you don't find it in many Genesis titles). A handy map in the right corner of the screen enables you to track your movements and indicates where you must place the bombs.

Overall the graphics feature plenty of sharp details, which is both good and bad. Although there are loads of 3-D special effects to keep your eyeballs happy, sometimes your man blends in so well you momentarily lose sight of him. And moments are precious when you're a moving target!

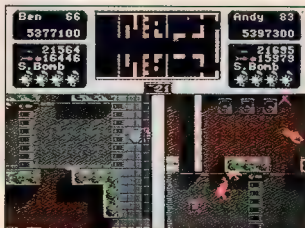
PROTIP: The overhead map only displays your position and not that of your enemies. Don't get too engrossed in it or you may run headfirst into an enemy before you realize it!

Tunes to Detonate By

Crack Down's music is groovy. Unfortunately Ben and Andy don't quite catch the beat. These guys' moves are a bit on the stiff side, which makes gameplay a little awkward. However, the formidable firepower, especially Machine Guns, Cannons, and Super Bombs, and the duo's unique ability to flatten themselves against the walls save Crack Down from total gameplay blahs.



PROTIP: Use Super Bombs to blast through the electrically charged floor in Stage Three.



PROTIP: Stay flat against the wall and you can inch past the rockets that fire out of the floor tiles in Stage Four.

Get Cracking

Crack Down probably won't be one of the Genesis' all-time greatest hits, but it deserves an honorable mention. The graphics and the tunes are pretty darn good, and the cool overhead scrolling is a nice change of pace from Sega's usual side-scrolling action cart fare. The best thing of all, however, is that it's an excellent two-player adventure. Crack Down gets down!

Crack Down by Sage's Creation (\$49.95 - Available March '91, 4 megs).



CRACK DOWN

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between Dirk the Daring
and princess Daphne.

Play the hot new remake of the epic
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Pike up your sword and save the beloved
Daphne from the evil clutches of the
breathin' dragon.



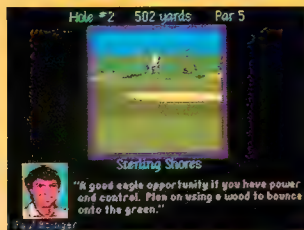
SULLIVAN BLUTH PRESENTS AN IMAGES • FT RELEASE DRAGON'S LAIR®

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By Fanatic Fan

Last January in GamePro's Annual SuperStar Sports Issue, I ranted and raved about the wonders of two new Genesis sports games from Electronic Arts, *Lakers vs. Celtics* and *John Madden Football*. Well guess what, sports fans? EA has done it again, this time it's golf. Electronic Arts' latest release, *PGA Tour Golf*, is far above the current crop of golf video games. Experts and amateurs alike will marvel over this awesome simulation featuring 60 real golf pros, including Paul Azinger, Mark McCumber, and Fuzzy Zoeller.



Pros like Paul Azinger give you plenty of advice.

Tee It Up

Choose from three authentic 18-hole courses, TPC at Sawgrass, TPC at Avenel, and PGA West Stadium, and one fantasy course called Sterling Shores. You can compete in a four-round tournament or play a practice round. Speaking of practice, if you're a beginner and you don't want to dive right in, you can learn the links by practicing on the driving range, the putting green, or any hole of



Sometimes shot placement is more important than shot distance.

any course. There's also a "Mulligan" feature during practice rounds so you can retake a botched shot without getting a penalty.

When you've gained confidence from your practice sessions, go for the dough in the tournament —

PGA Tour Golf

four rounds of golf against some of the world's best linksters. The statistics for these pros are modeled after their real abilities and scores, so if you have a tough time winning initially don't be surprised.

PGA TV

PGA Tour Golf features TV-style coverage, complete with fly-by shots and look-back views. Announcers keep you up to date on how your competition is doing. You'll find out about every double-bogey and eagle as it happens. There's even instant replay!

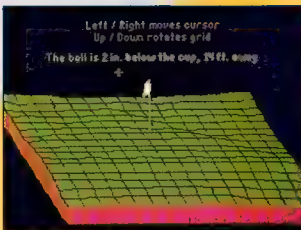


Wow! What a shot! Let's see that again on instant replay.

Like EA's other sport games, the graphics are top notch. At every hole, you see a "helicopter-eye-view" of its layout as you fly from the hole back to the tee. If only you could do this in real golf! When you reach the green, a three-dimensional topographical grid enables you to determine which way the ball will

roll when you putt. An overhead map helps you pinpoint your shots before you make them. With these features, who needs a caddy?

PRO TIP: Be sure to use the overhead view to aim your shot. If you make a shot without using this option, there's a good chance the ball will hit an unforeseen obstacle.



The topographical grid shows you which way the green rolls.

PRO TIP: When you're putting take into account whether the ball is below or above the hole. Obviously you need to hit the ball harder when it's below the hole and softer when it's above.

Fore!

Any golf video game that makes you a better golfer in real life must be good. *PGA Golf Tour* gets you thinking about wind conditions, backspin on your shots, chip shots versus punch shots, and driving for accuracy and placement rather than distance. *PGA Tour Golf* has everything except little motor carts to drive around the course. Oh yes...no mosquitoes either!

PGA Tour Golf by Electronic Arts (\$58.95 — Available Now, 4 megs).



QUANTUM FIGHTER



■ The setting—Earth, the future. ■ The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. ■ One lone volunteer has the courage to face the virus on its own ground. ■ Converted to raw data and transferred into the circuits of the computer, the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. ■ Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! ■ Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!

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Golden Axe Warrior



By Bro. Buzz

You can't keep a bad man down — just ask Death Adder. He's back, and this time he's cast evil upon King Firewood's kingdom by stealing the Nine Crystals. You must retrieve them. Lucky you.

Different Strokes

Don't start a riot, Golden Axe hatcher: people, put on your thinking caps. Golden Axe Warrior doesn't feature the pure, horizontally-scrolling hack and slash action of the original. Instead, it's an entertaining three-quarter overhead view adventure that's part cut-'em-up, part maze-puzzler, and part treasure hunt with a little dab of role-play game (RPG).

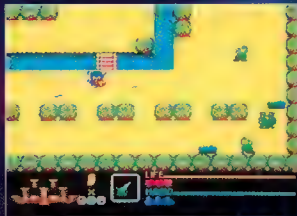


Each game screen features unique terrain.

You get standard SMS sights and sounds. Overall the graphics are just slightly above average and similar to NES games such as *The Legend of Zelda* and *Willow*. The cutesy characters have that same dwarfish look. Music and sound effects take care of business and nothing more.

Looking for Death Adder

But even though it's no graphics tour-de-force, Golden Axe Warrior is an enticing epic adventure that will take you several days to play. Your quest extends across



The scenery won't block your foes' shots.

three continents (225 different screens), where you fight Death Adder's cohorts, search for hidden caves, explore devastated villages, and sail the seas.

PROTIP: Usually there's only one cave per screen.

PROTIP: You must get the Battle Axe in order to uncover caves. From the first village go down and to the right until you hit water. Now find the bridge.

PROTIP: Whenever you enter a village building look for hidden rooms.



The Inventory and Map Screen.

Find Labyrinths, caves, and villages to fire up additional action screens. Labyrinths are mini-games where you search for treasure chests and fight deadly boss creatures. Villages and caves feature RPG-style barter screens where you buy vital stuff and upgrade your puny weapons to eight types of potent armament such as the Battle Axe, the Flame Sword, and the Dragon Shield.

PROTIP: Every Labyrinth has hidden rooms. Find the secret levers.

PROTIP: To complete some Labyrinths you need a key from the outside.

Chop Talk

Fighting is tricky and requires quick button-pressing. The 12 types of creatures at Death Adder's command bite, sting, throw spears, toss axes, or heave boulders. Boss creatures are even more lethal. Al-



Treasure Chests are in the Labyrinths.

most all creatures absorb several hits and you have to get uncomfortably close to them to do damage.

PROTIP: Clear all creatures off a screen by exiting the screen and then returning. They'll reappear, but in different locations.

Golden Axe-tion

Golden Axe Warrior is a great game that will cause adventure buffs, maze freaks, and hack-n-slashers to do some serious (but satisfying) headbanging. Just when you think you've had it, you discover a secret room that compels you to continue.

Got an axe to grind? Go for Golden Axe Warrior.

Golden Axe Warrior by Sega (Price Not Available — Available April '91).

GamePro Game Rating



FLYING WARRIORS

AS THE ANCIENT PROPHECY SAYS, OUR ARCH ENEMY OF LONG STANDING HAS FINALLY COME.

CULTURE BRAIN™

AS THE OMINOUS RED STAR APPROACHES, THE DARK DIMENSION INCREASED THEIR POWER TO PREPARE FOR THE DAY TO TAKE OVER THE ENTIRE WORLD. HOWEVER, THE FLYING WARRIORS, THE WARRIORS OF THE LIGHT AWAKENED ONE BY ONE TO STOP THE EVIL FORCES OF THE DARK DIMENSION. THE BATTLE BETWEEN THE LIGHT AND THE DARK HAS NOW BEGUN.

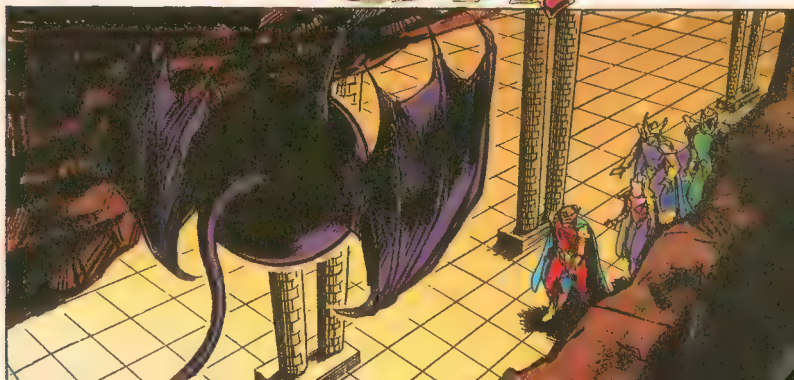
THEY ARE THE
WARRIORS OF
THE LIGHT WHO
THREATEN US

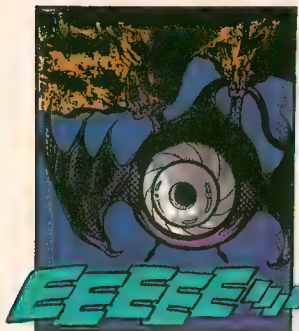
BUT WE ARE NOT AFRAID OF THEM. AS THE PROPHECY SAYS, THE EVIL ONE WILL REVIVE.

DEATH TO THE
"FLYING WARRIORS"!!
LONG LIVE THE DARK
DIMENSION.

THEY ARE
THE "FLYING
WARRIORS".

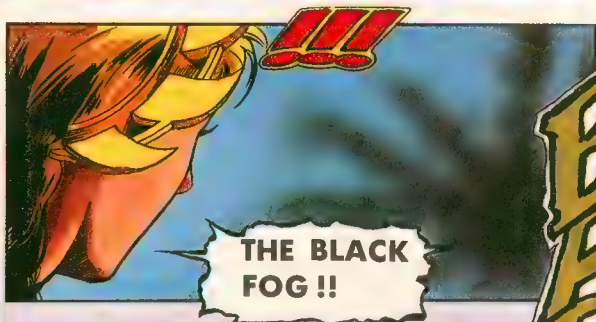
ROAR!





WATCH OUT EVERYBODY.
WE'RE CLOSE TO THE
CENTER OF THE TEMPLE
WHERE THE BLACK FOG
IS EMITTED.

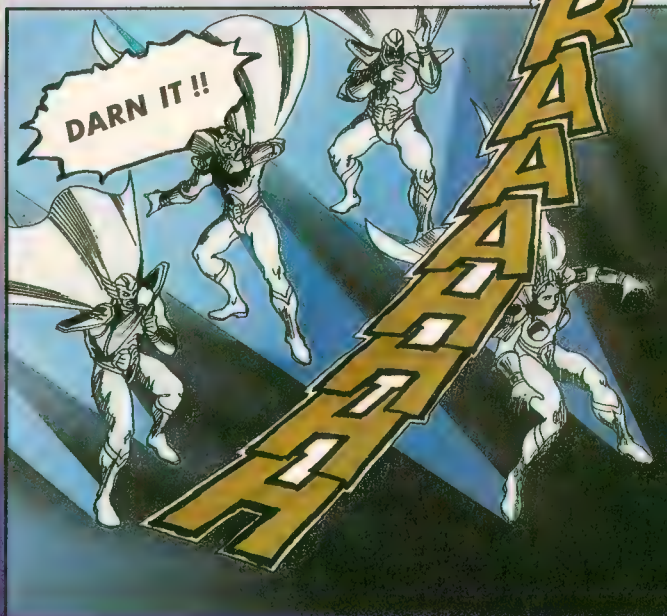
ALL
RIGHT.



THE BLACK
FOG !!



POOH!!
THE FOOLS ARE
FALLING INTO
THE TRAP.



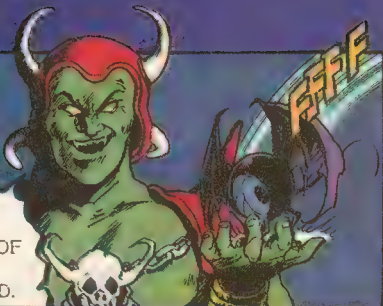
DARN IT !!



(BAISHRA)
HE IS ONE OF THE 'YUK-SOI'
DERS (BIG FOUR) AND DOMINATES
NUMEROUS ZOMBIES. HE WAS
ATTRACTED BY THE DESTRUCTIVE
POWER OF NAGA, AN EVIL
GOD OF THE DARK. HE IS TRYING
TO HELP NAGA REVIVE FOR
HIS FATE.

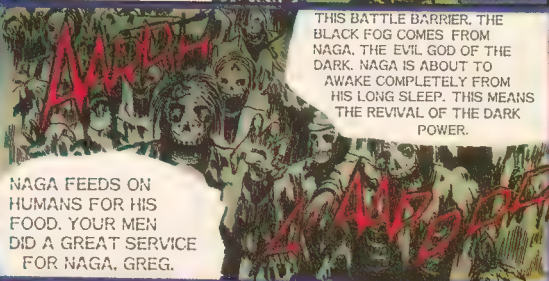
WELCOME
TO OUR WORLD,
FLYING
WARRIORS!!

I AM BAISHRA.
MY SEEBATS
INFORMED ME OF
YOUR VISIT.
SO, I PREPARED.



THIS BATTLE BARRIER, THE
BLACK FOG COMES FROM
NAGA, THE EVIL GOD OF THE
DARK. NAGA IS ABOUT TO
AWAKE COMPLETELY FROM
HIS LONG SLEEP. THIS MEANS
THE REVIVAL OF THE DARK
POWER.

NAGA FEEDS ON
HUMANS FOR HIS
FOOD. YOUR MEN
DID A GREAT SERVICE
FOR NAGA, GREG.



OH GOSH !!

I MUST DEFEAT
YOU.



GO GET THEM,
MY ZOMBIES!! I'LL USE
THEM AS SACRIFICES.
NAGA NEEDS THEM IN
ORDER TO REVIVE.



DEATH TO THE
FLYING WARRIORS!!

DEATH TO THE
FLYING WARRIORS!!



DEATH TO THE
FLYING WARRIORS!!

DEATH TO THE
FLYING WARRIORS!!

WE'LL TAKE CARE OF
THE ZOMBIES. FIGHT
AGAINST BAISHRA,
RICK !!

OK!

EEEK

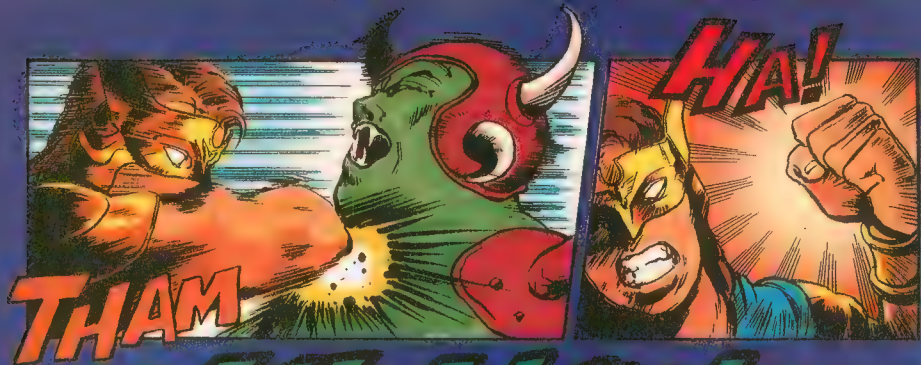
COME ON
FLYING
WARRIORS!!

BAISHRA

BAISHRA
OFFENSIVE POWER
1500
DEFFENSIVE POWER
1800

YOU TOOK...
SO MANY...
LIVES !! I MUST
STOP THAT.

SMACK!!

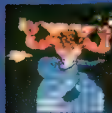


Available for
your NES



NAGA

IT IS A LEGENDARY
EVIL GOD WITH
INFINITE POWERS
INSIDE.
THE BLACK FOG
WHICH COVERS
AREA IN RERU
IS ONLY THE
FIRST OMEN.





NAGA
OFFENSIVE POWER
15000
DEFENSIVE POWER
18000



WHAT HAVE
WE DONE??

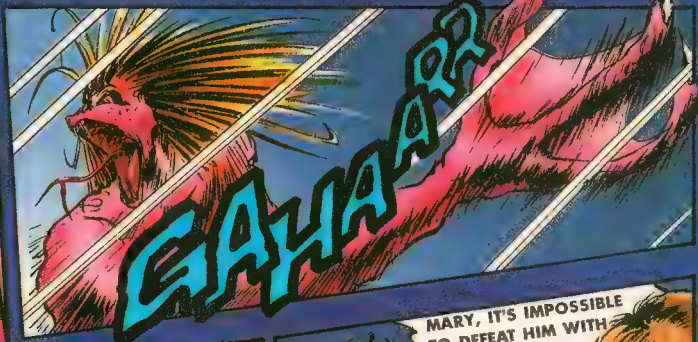


BISHURA WOKE
YOU UP FROM
THE DEEP
SLEEP.

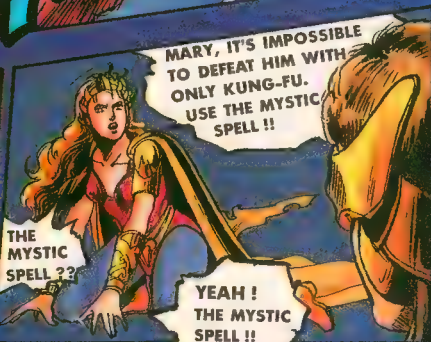
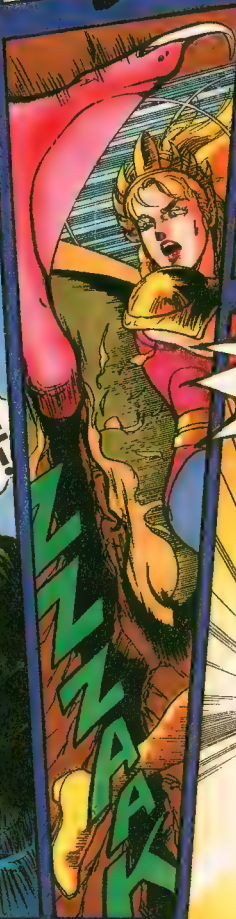
POOR
NAGA...

Available for your NES

EEAAHHH

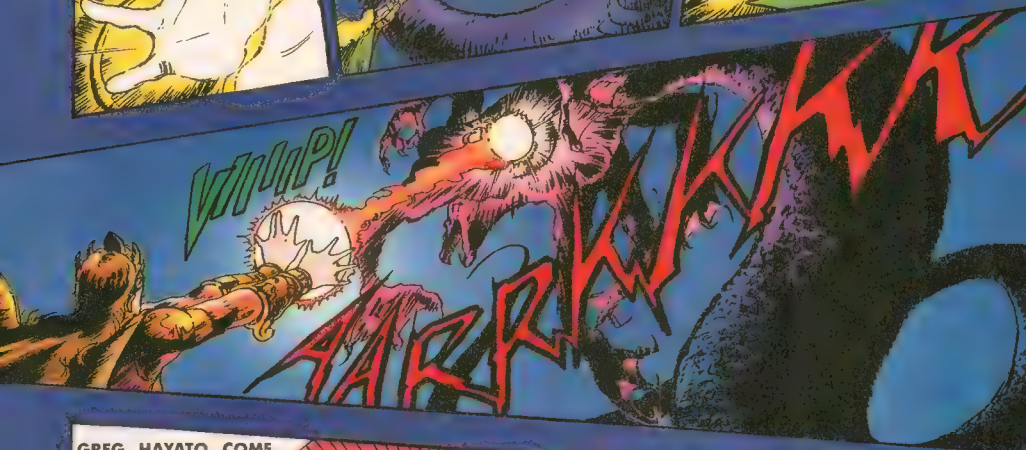
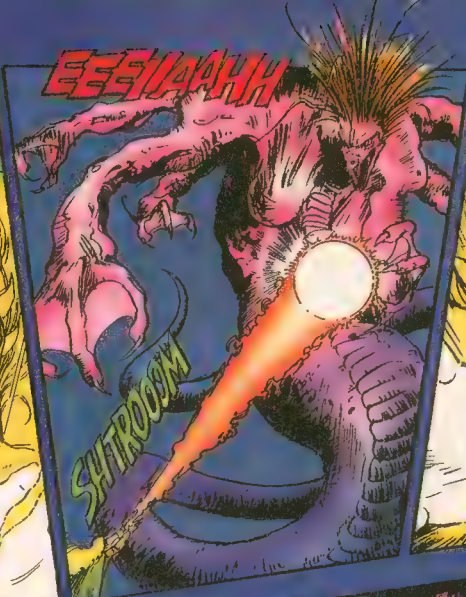
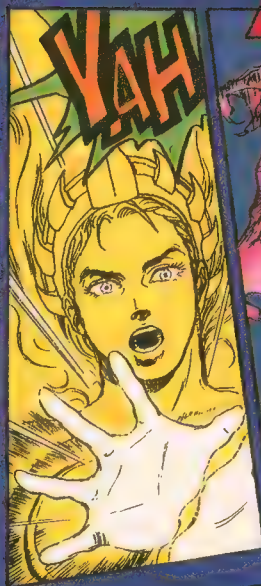


HERE HE COMES!



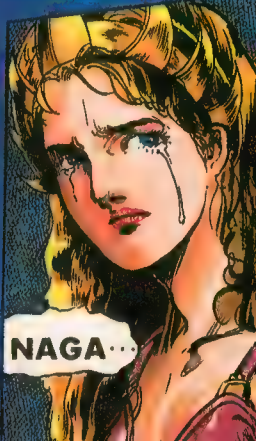
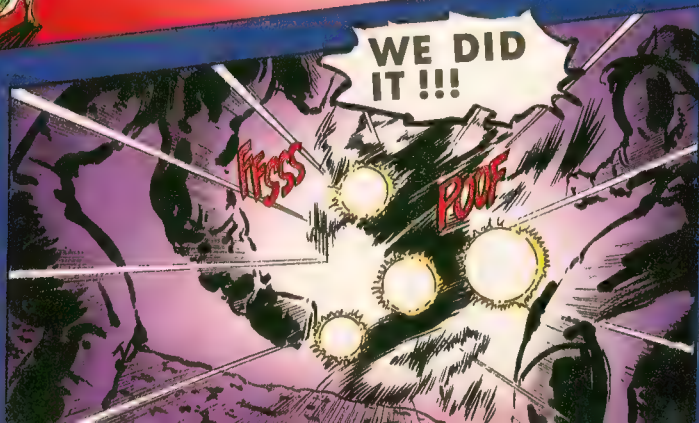
CONCENTRATE ON THE POWER OF THE LIGHT ONTO ONE SPOT, THEN FIRE IT.

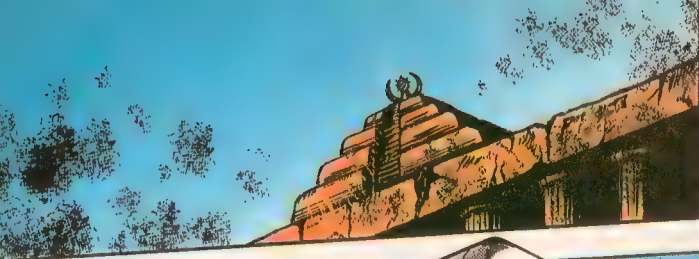




GREG, HAYATO, COME
OVER HERE. WE NEED
YOUR ENERGY TO
INCREASE THE
POWER. WE MUST
WORK TOGETHER
TO GET HIM.



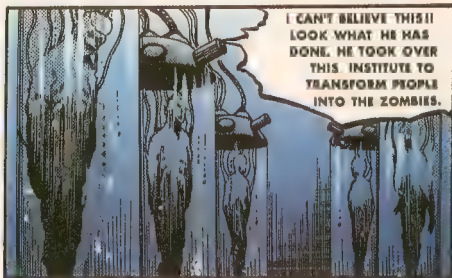
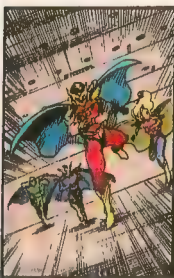
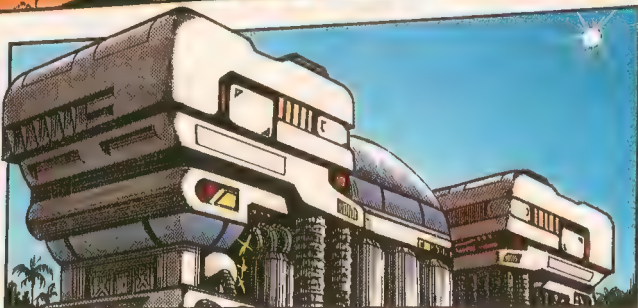




SOON AFTER NAGA WAS DESTROYED, THE BLACK FOG GRADUALLY CLEARED AND THE BLUE SKY APPEARED.



LOOK !!
WE FOUND THE
GTG INSTITUTE !!



I CAN'T BELIEVE THIS !!
LOOK WHAT HE HAS
DONE. HE TOOK OVER
THIS INSTITUTE TO
TRANSFORM PEOPLE
INTO THE ZOMBIES.



SINCE WE'VE WIPED
OUT THE POWER
OF THE DARK, THOSE
ZOMBIES WILL NOT
BE ACTIVE AGAIN.

I'VE SET A
TIME BOMB
HERE.



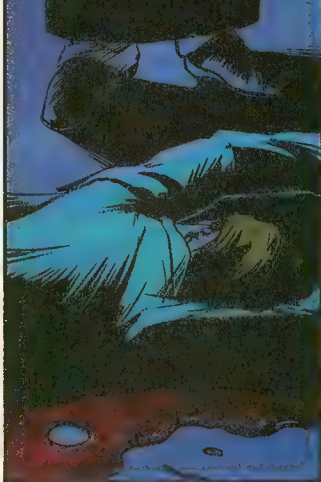
GREG.
LET'S GET OUT
QUICKLY.

SO LONG,
GUYS. SLEEP
PEACEFULLY
NOW





THEY RETURNED TO GTG COMPANY TO REPORT THE MATTER WHEN THEY FOUND A MANGLED CORPSE OF THE CHIEF ON THE FLOOR. HE WAS ALSO A VICTIM OF THE DARK. HE WAS UNDER THE CONTROL OF THE DARK AND WAS MURDERED WHEN HE FAILED TO KILL THE FLYING WARRIORS.



IT SEEMED THAT THE FLYING WARRIORS SUCCEEDED TO EXTERMINATE THE POWER OF THE DARK BY DESTROYING NAGA. BUT A NEW ENEMY IS NOW WATCHING FOR AN OPPORTUNITY.

THANK YOU FOR DESTROYING MY NAGA. FLYING WARRIORS. IT'S MY TURN TO DEFEAT YOU NOW.

WHO WAS THIS GHASTLY MAN ??
WHAT'S NEXT ???
LOOK FORWARD TO THE NEXT ISSUES OF FLYING WARRIORS.

BE READY FOR THE DAY.



HOW DID YOU LIKE THE "FLYING WARRIORS" COMIC ISSUE THIS MONTH ?
LET'S GO OVER THIS UNBELIEVABLY POWERFUL SKILL CALLED THE "MYSTIC SPELL". IT WAS USED TO DESTROY NAGA. DO YOU REMEMBER?

THERE ARE TWO SPELLS. ONE IS THE MYSTIC SPELL OF THE LIGHT. THE OTHER IS OF THE DARK.
CONCENTRATE YOUR ENTIRE WILL AND THE POWER OF THE LIGHT ON ONE SPOT. THEN FIRE IT ALL AT ONCE. YOU SHOULD HAVE EXTRAORDINARY STRONG PHYSICAL STRENGTH AND SPIRIT IN ORDER TO USE THIS SPECIAL SKILL.
THIS IS YOURS IN THE NES GAME TOO. WHEN YOU REACH A CERTAIN LEVEL YOU MUST MEET ALL THREE CONDITIONS LISTED BELOW.



YOUR CHARACTER MUST BE TRANSFORMED INTO A "FLYING WARRIOR".
YOUR KO GAUGE MUST BE FULL (YOU'LL ACHIEVE THIS BY HITTING THE ENEMY. HOWEVER, WHEN YOU'RE HIT YOU'LL LOOSE POWER).



LOOK FOR THE RED MARK ON THE ENEMY'S BODY.

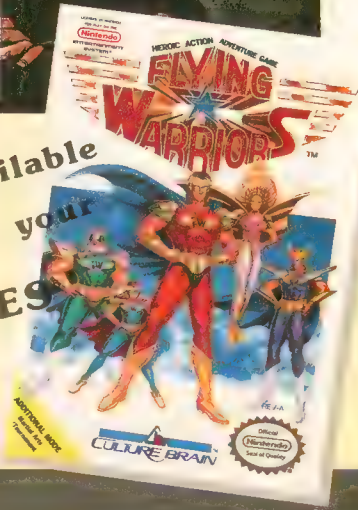
DO YOU GET ALL THESE THREE? ALL RIGHT.

PRESS SIMULTANEOUSLY



DO YOU UNDERSTAND IT? TRY NEXT TIME YOU'LL EXPERIENCE THE POWERFUL "MYSTIC SPELL". IT'S COOL.

Available for your NES



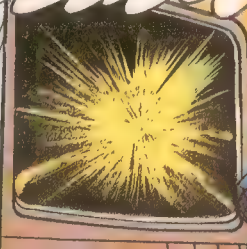
Little NINJA BROTHERS

CHAPTER 1

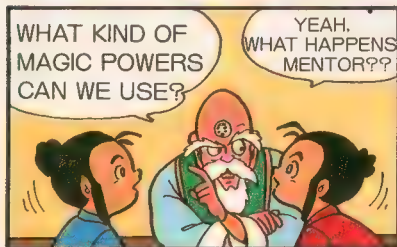
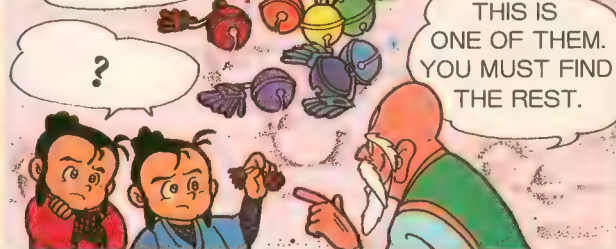
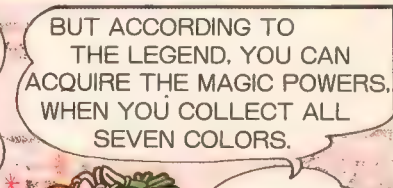
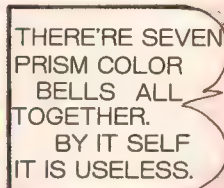
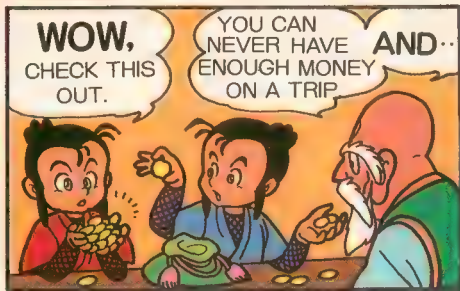
WE'RE JACK AND RYU.
WE'RE HERE IN MT. EPIN
OF CHINALAND FOR
THE NINJA TRAINING.
OUR MENTOR
GIVES US A HARD
WORKOUT
EVERYDAY.

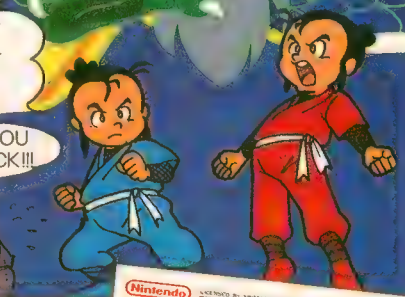
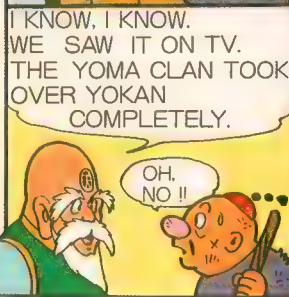
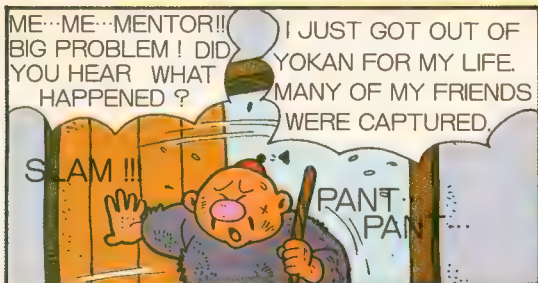
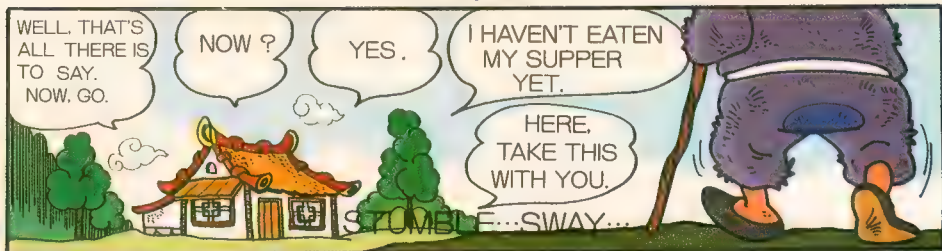
CULTURE BRAIN™

ONE DAY, THERE WAS AN
EMERGENCY TV BROADCAST
THROUGHOUT CHINALAND.





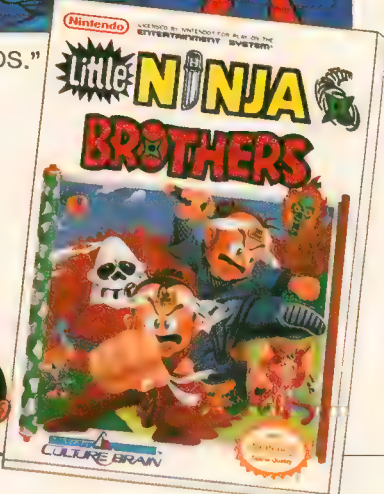




Look forward to the next issue's "Li'l NINJA Bros."



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Call 1-900-446-8477. GamePro's Hot Tip Hotline!

It's Brand-New—The Nintendo Tip of the Week!

It's rowdy, it's radical, and you can get it every week on the GamePro Hot Tips Hotline. Each week we'll feature a different tip or tactic for one of your favorite Nintendo games, guaranteed to help you beat your best...and beat your friends. So keep the Hot Tips Hotline number near your phone...because you never know when you'll need a quick Nintendo fix!

Using GamePro's Hot Tips Hotline Is Easy!

Just Dial 1-900-446-8477 to get our Central Headquarters Menu. When directed to do so:

Push "1" to hit the fast track to GamePro's Hot Tips Bulletin Board which features tips and strategies for Nintendo, Genesis, TurboGrafx-16, Sega Master System, and Game Boy games.

Push "2" for a one-way ticket to the Game Developer's Beat, which features more game tips and tactics, info on new game releases, special events, contests, and more!

Push "3" if you want to listen to our radical Nintendo Tip of the Week.

The Hot Tips Bulletin Board

If you choose Option "1," the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

The Developer's Beat

If you choose Option "2," the Developer's Beat, you'll be asked to key in the extension number of the developer of your choice. You can find their extension numbers on this same page.

The Nintendo Tip of the Week

If you choose Option "3," it's easy—all you do is listen!

**\$1.75 for the first minute,
90¢ for each minute thereafter.**

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

GamePro's Hot Tip Hotline Program Guide

The Hot Tips Bulletin Board

For the Nintendo Entertainment System — Castlevania III!

Drac's back in Castlevania III — Dracula's Curse! You'll love this new monster saga with 17 different levels, three new allies, and challenging gameplay! Remember to sink your teeth into the Hotline before your rendezvous with the outstanding dental work dude!

For the Sega Genesis — Shadow Dancer!

If hack-n-slash ninja action is your bag, put the moves on Shadow Dancer. New York's big city bad guys have taken a load of hostages and are wiping out the Big Apple to boot. Together with your crafty canine companion, you must fight tooth and shinken to stop the evil minions of Union Lizard. Don't forget to use your best secret weapon — the Hot Tip Hotline!

For the NEC TurboGrafx-16 — Super Star Soldier!

Space jockeys it's time for blast off! With eight scrolling stages, non-stop space fighting, four different weapons, and two defense systems, it's a sure bet you'll need to power-up with the Hotline before you engage in this intergalactic battle!

For the Game Boy — The Rescue of Princess Blobette!

Princess Blobette has been kidnapped and it's up to our buddy Blobert to save the day. A bag full of beans — jelly beans — and his insatiable appetite transform him into a variety of useful tools. Now you just have to find the beans! Be sure your quest prep includes a call to the Hotline!

The Developer's Beat

6639 Acclaim Entertainment

Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games!

1388 Activision

Call for information on how to get your \$10 Savings Certificate—good towards purchase of our Nintendo games!

9320 ASMIK

Call now for secret codes, tips, and previews of brand new ASMIK games!

5924 CAPCOM USA

Tips & Tricks for our latest hit game, **Little Nemo the Dream Master!**

2246 Data East

Dial Data East for a sneak peek at our dangerous new title **Werewolf**, plus get game tips for some of our most popular Nintendo titles ever!

4623 HAL America

Kabuki-Quantum Fighter...the challenge begins!

1255 Hi Tech Expressions

Tips, news, and reviews on great games like **Orb 3D**, **The Hunt for Red October**, **Muppet Adventure** and **Remote Control!**

9457 Hudson Soft

Enter the Hudson Soft game sweepstakes! Don't delay! You could be the lucky winner!

3111 Jaleco

Do you have a chainsaw without gas? Stuck on **Maniac Mansion**? Call in weekly for helpful hints.

6852 KOEI

Call now for helpful hints on our exciting new game, **Genghis Khan!**

3345 NEC

Call now to hear about all the killer games for the TurboGrafx-16 system!

2779 SETA USA

Awesome tips on new and upcoming games! Free prizes for joining the **Q Billion club!**

7443 TAITO Software

Stay tuned for high-level hints and winning strategies for **Puzznic**, **Dungeon Magic**, and **Chase HQ** for the Game Boy!

8421 Taxan

Get the hot newsletter, **VIDEO- DICTION**, plus sneak previews into **G.I. Joe**, and **Magician**.

TURBOGRAFX-16 PROVIEW



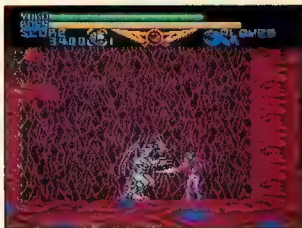
By Doctor Dave

In the dim, dark past you remember someone once sang that "girls just want to have fun," but there's no time for singing (or fun) now. You are the mighty woman warrior, Yuko, foresworn to destroy the evil Magus and his raunchy army. Magus has overrun the once peaceful Land of Vecanti, and you are the only one who can stop him — with the legendary Sword of the Kingdom, Valis II.

mixes some tough-looking graphics and above-average animation onto the story section and naturally, the soundtrack, which features real voices, really kicks, too.

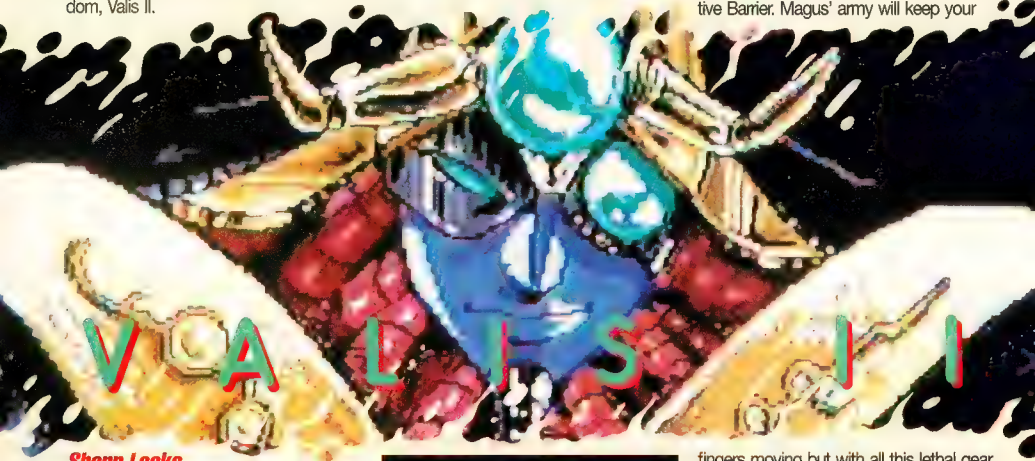
Sword of Doom

When the action heats up, you're really pumped to get after Magus (and see the next story sequence). Your titanic struggle takes place in both horizontally and vertically scrolling levels. This game is teeming with bug-eyed, mutant hordes and there are 11 different, massive boss warriors.



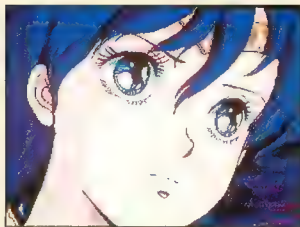
You'll plow through Magus's army, until you get deep within Level 4.

in handy such as the Crusher to damage every enemy onscreen, the Power Surge for temporary invincibility, and the Protective Barrier. Magus' army will keep your



Sharp Looks

Valis II is a hack and slash CD-ROM adventure set against an epic fantasy backdrop. The storytelling here is outrageous, it's as if you're participating in an interactive movie. Each of the six lengthy levels is



Yuko faces shocking challenges!

separated into an animated story sequence and an action sequence. The CD



In Level 1, you start off in the city streets but wind up in the subway.

But you've definitely got superior firepower. Rad power-up items build up your sword's attack power and keep you alive during the hyper conflicts with the worst bad guys like Haizon (the Ghostly Guardian) or the Evil Emperor himself, Magus. You can also find defensive weapons such as Speedy Magic Boots and a Shield. Special items really come

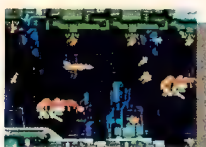
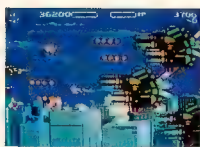
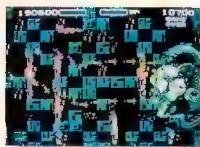
fingers moving but with all this lethal gear any good swordfighter ought to be able to make mincemeat out of them.

A Good Fight

Valis II's fascinating animation and sound taps into the CD's awesome gamemaking potential, although CD games still have a ways to go. Valis scores high in most respects, but the overall challenge for anyone experienced with video blades is average. Just the same, Valis II is both a good animated adventure and a pretty good action game — CD or not CD.

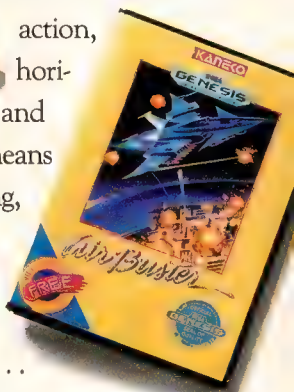
Valis II by NEC (\$61.99 — Available Now, CD-ROM).





ir Buster™ is so hot, you'll want this glove to play!

Inside every Air Buster package is an offer for a free Kaneko video glove. Great protection when you take the controls of your Air Buster warship. Because the action is fast and furious. And the game is hot. Air Buster is a full-fledged, take-no-prisoners, hyper-drive war to the finish, with three-dimensional screens and incredible sound effects. Simultaneous two-player action, with vertical scrolling, horizontal and vertical scrolling, means you need cunning, instinct and flight skills to destroy the enemy... and survive. It's warp-speed excitement!



KANEKO

More Than A Touch Of Innovation.

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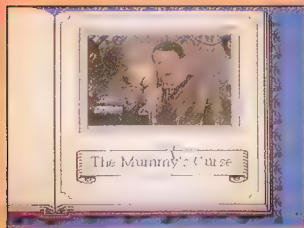
By Slo' Mo

Sir Arthur Conan Doyle penned the first Sherlock Holmes detective adventures way back in 1887.

Now Sherlock Holmes Consulting Detective transports you via CD-ROM to 19th Century England and 222-B Baker Street, London crib of the world's first superstar supersleuth.

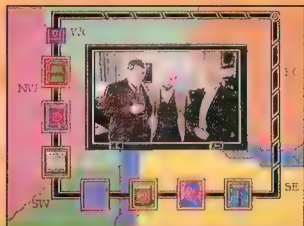
What's Happening, Holmes?

Sherlock Holmes Consulting Detective is a sophisticated brainteaser from NEC (see "CD Action Spinning Your Way," GamePro, February '91). The disc contains three original mysteries – The Case of the Mummy's Tomb, The Case of the Mystified Heiress, and The Case of the Tin Soldier.



"Eliminate the impossible, and whatever remains, however improbable, must be the truth."

Action-packed this CD definitely isn't – unless you're into heavy mental action. But the animation is outrageous! The over 95 animated scenes star real actors and use real sets to produce a TV-quality "show."

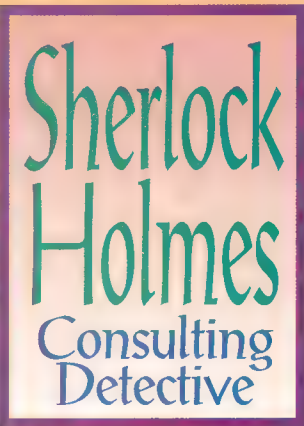


Holmes, Watson, and the Butler – he didn't do it.

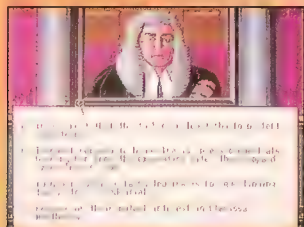
The Game's About!

This CD is more than a straightforward whodunnit a la NEC's J.B. Harold's Mystery Club. True, you still uncover clues by relentlessly interviewing suspects, witnesses, and other characters. But the interesting twist is that you pit your detective skills against Holmes' amazing power of deduction.

PROTIP: People you interrogate never change their stories.



A point and press icon interface puts seven sleuthing tools at your fingertips. The Newspaper usually contains valuable case info. A hardcopy edition comes bundled with the game. The Directory lists all the people and places you can visit. Highlight a name and Travel takes you there. Save key listings in the



PROTIP: If you're stuck, try going to Trial. This screen means you've got the hot clues. The judge's queries might help.

Notebook. If an interview leaves you unsatisfied, the Holmes Files might tell you more. No one home? Call the Baker Street Irregulars (your street-smart Holmes-boys) to find them. Finally, Trial takes you to court to identify the culprit.

Using Travel, the Holmes Files, or the Baker Street Irregulars adds points to your score. You try to solve a case using fewer points than Holmes. No contest – for Holmes.

PROTIP: Travel costs the most points, so listen very carefully and take notes.

You also have 11 unique sources of information including nine entertaining personalities such as H.R. Murray, an eccentric chemist, and, of course, Scotland Yard's Inspector Lestrade.

PROTIP: The Baker Street Irregulars can find out into you can't.

Obviously this disc emphasizes mind over reflexes, but the cumbersome interface might make you sweat. You can "rewind" scenes, but you can't fast forward. The Newspaper is a pain – use the hardcopy version.



Dr. Windbank wants his mummy.

Case Closed

If mystery is your game, Sherlock Holmes Consulting Detective is the name. The cases are hot, and you'll learn to live with the interface. If you aspire to be a great detective, this game will definitely take you to school – elementary, of course.

Sherlock Holmes Consulting Detective by NEC (\$81.99 – Available now, CD-ROM).



Zip _____

**NINTENDO®
ACCESSORIES**

KOEI Double Dares You!



Nobunaga's Ambition II®

In this enhanced sequel, test your mettle and your strength as you play a Daimyo warlord fighting for control of Japan! To assist you in your conquest, samurai will advise you and ninja assassins will try to disrupt your adversaries! In battle, lead your troops on a surprise night attack or force your enemy to retreat behind his castle walls! Warriors, weapons and the world are at your disposal, use them well and become master of Japan!

- 400 characters, 2 scenarios, 5 skill levels
- 3 meg game with battery back-up save feature
- Nintendo's new MMC-5 chip for fantastic graphics and detail

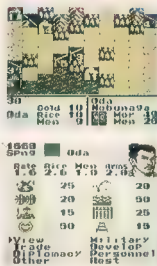
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for Play on the

Nintendo

Nobunaga's Ambition®

If you're ready to test your military and diplomatic prowess this game's for you! As one of the first strategy simulation games available for Game Boy, you can now command your forces anytime and anywhere! Conquer your enemies and defend your territory as you fight for control of Japan!

- GameLink option allows 2 players to compete in head to head combat
- 1 meg, 64K of RAM, battery back-up saves up to 3 games



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Bandit Kings of Ancient China - Join the heroic struggle of the bandit kings as you fight to restore the glory of the Song Empire. Truth and justice will prevail and in the end the evil minister of war, Gao Qiu, will be defeated!



Genghis Khan - Conquer or be conquered! As the notorious Genghis Khan, lead your army across vast continents, conquer those who oppose you and attempt to build your own empire stretching from the Orient to the Middle East!



Romance of the Three Kingdoms - Relive the past where only the strong survive! Remake history by trying to become the leader of a world torn apart by civil war!

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KOEI



By JD Roth

[We've got a special guest reviewer this month, GamePro's. He's JD Roth, star of that rad TV game

show, *Fun House!* JD's a Game Boy fanatic, so here's his take on Natsume's latest. —Ed.]

A world at peace would be a great place to live, but it'd make a dull video game. So you know the peaceful animal kingdom of *Mobbery* isn't going to stay that way for long.

Enter Basso Gila, the Dragon Warlord. Not only does this bogus dude have a bogus name, but he's also got a bogus army and castle to match. Our hero, Charly the alligator, must use his tail (and his wits) to crash the castle and send the invaders packing.

A Gator's Tale

Tail 'Gator by Natsume is one of the coolest Game Boy carts I've seen in a long time. The game takes place in four different areas of Basso Gila's castle—Land, Air, Caves, and Underwater. Charly must beat up evil creatures and recover a key before he can leave an Area.



Waterfalls flow up and clouds float!

Charly's equipped to pass through any Area. I mean this dude is set! He holds his breath underwater forever, he can walk across clouds, and he can cream the bad guys with his mighty tail. I only wish I had the same powers (except for the tail, that is).

What's in the Box

OK. I know what you're thinking — JD, how do we find the key? Well, each Area hides several boxes.

Now, do you want the good news or the bad news first? Alright the good news: first — the key is in one of the boxes. You knew that. The bad news is that the key's always in the last box, so you must smash all the other boxes first.



PROTIP: You must hit each box in the castle three times before it explodes sending the contents of the box into the air for our buddy Charly to catch.

Next question — what's in the boxes? Check this out. You can grab six different items from the boxes. The Bomb destroys all enemies on screen, very handy. Hearts build up Charly's Heartline. The P symbol jacks up Charly's Powerline, which enables my man, uh, gator to produce an awesome power wave. Now, the B symbol — one of my

favorites — stands for "bonus power." Finally, Super Power instantly maxes out Charly's Powerline.

PROTIP: Don't hold your breath waiting for Super Power, it rarely shows up.

PROTIP: Oops — I just remembered more bad news. As you get further into the game, some boxes are invisible. You must hit them with Charly's tail to see them, so keep swinging. I know, like the game isn't hard enough already.

Tail 'Gator's Too Much

I haven't seen a Game Boy cart as good as this one since *Super Mario Land*. I can't stop playing. After hours of fun I'm still trying to get to the end. Be prepared to drain a ton of batteries before mastering this baby! Any true game player will enjoy this musical, fantasy adventure cart. Until next time, remember if 'Gator's got you stumped, don't use your head — use your tail!

Tail Gator by Natsume (\$28.75 — Available May '91).

GamePro Game Rating



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by Bondwell

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R-TYPE



By Doctor Dave

Now you can play one of the most popular shoot-em-ups of all time on the run! R-Type by IREM blasted through the arcades, the Sega Master System, and the TurboGrafx-16, and now it's invaded the Game Boy. This hot outer space shooter features five side-scrolling, fast-paced, action-packed levels where you man heavy-duty, high-tech artillery to battle a race of super mutants.

Just as in the other versions, you play as the super starfighter called R-Type. Your mission is to destroy five giant supermutants including the final master monster, Bydo. Each level is overrun with weird creatures and mechanical traps that you must destroy to continue on



PROTIP: Use your probe to defeat the super mutant at the end of Level 2. Just make sure your ship is safely out of the worm's path.

ward. For assistance you'll need to pick up special weapons such as lasers, flame throwers, missiles, and more.

The Game Boy's compact size won't cramp your shooting style. The graphics stay true to those of the large

formats and they shine through the small screen. You even get the same music soundtracks.



BEAT SCORE 030800 LI

PROTIP: Beating the huge spacecraft in Level 3 is tricky. Wait until its core stops firing, then position yourself directly in front of it for a sure victory!

R-Type is a challenging title that requires hours of play time, it's definitely no milkrun. If you're a Game Boy sharpshooter, you're the right type for R-Type.

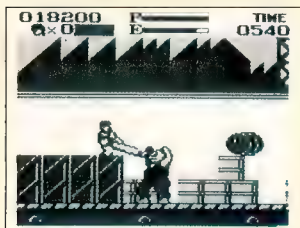
R-Type (Suggested Retail: \$29.95 - Available May '91, 1 mag).

GamePro Game Rating



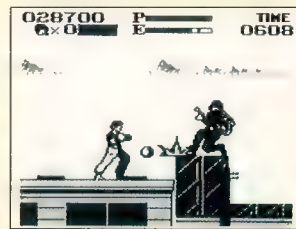
Kung Fu Master

All you arcade rats out there remember IREM's Kung Fu Master. Well, now it's on the Game Boy as a fine example of less being more. In this multi-level, flip-kicking, martial arts action cart you get all the features of the arcade game and then some.



PROTIP: Defeat the Level 2 boss by standing on the crates and low kicking him in the face.

You play Bruce Leap, kung-fu master. Your moves consist of deadly side kicks, jump kicks, foot sweeps, jab punches, and the awesome flip kick, which wasn't even in the arcade game!



PROTIP: Use your bombs on the fire-bomber boss. Keep running back for more bombs, and you can defeat him with two shots.

You have to kick and punch your way through six rad and bad side-scrolling levels with unique bosses, such as Chainsaw Freddy, the massive Pugsly Ugly, Abdul the Firebomber, and finally Daddy Long Legs, waiting for you at the end of each one. If you need help, you can find bombs, too.

Ultimately, this beat-em-up is easy to punch out, but if you're looking for intense action, Kung Fu Master has it. Outstanding graphics and mucho fun make this a cart worth fighting through again and again!

Hey, Bruce Leap? I get it!

Kung Fu Master (\$29.95 - Available Now, 512K).

GamePro Game Rating



Rate Dragon Warrior II



1ST PRIZE

One winner will receive a statue of Gold Man.

3RD PRIZE

Four winners will receive the Gold and Silver Keys from Dragon Warrior II.



2ND PRIZE

Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.

4TH PRIZE

Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.



5TH PRIZE

Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.



Complete the Game and Send Us a "Report Card." Win Prizes and a Chance to be First to Play Dragon Warrior III.

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy of Dragon Warrior III** and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.



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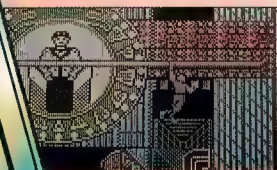


By Eideon

Ninja Gaiden from the NES world enhanced by the expanded graphics capabilities of the Atari Lynx — sounds like an awesome twosome! What you get, however, is a double dose of delight and disappointment.

First, the Good News

Ninja Gaiden is a gorgeous game! Taking full advantage of the Lynx's color capabilities, each scene is a visual feast for the eyes. The details in the backgrounds and the fluidity of the hero's movements place this version high and above the 8-bit graphics and animation of its NES predecessors. It's even worth pausing the game to examine the myriad detailed wall posters and signs that decorate the background. From the awesome opening screen to the large bosses, the graphics just want to bust the seams of the Lynx's confined 3½ inch screen!



Beautiful graphics make this game a delight to behold.

Next, the So-So News

If you're familiar with the NES Ninja Gaiden saga, be advised that Ryu Hayabusa and his storyline are nowhere to be found here. In this five-level karate-fest, you're an unnamed ninja on a quest to defeat the Powers of Darkness that have taken over Silent City.

Your enemies aren't exactly wimps, but they don't fight very smart. You only face one type of basic assailant, a bulky goon wearing a ski mask and a red T-shirt; however, the stage bosses are familiar faces from NES Ninja Gaiden. The goons just march towards you and try to punch you out; the bosses are bigger but they stage a similarly uninspired attack. None of your foes is really your match. Since it doesn't take much to plow through your enemies, you don't get much. Other than a rare sword that pops up for a few moments, your fighting skills are limited to Punch, Kick, and Jump. Although punching and kicking is a good way to release pent-up frustrations, they become extremely repetitive when wave after wave of the exact same enemy attacks you in exactly the same way.

To spice up the action there's a level time limit and you can throw bad guys into the scenery to reveal hidden power-ups, time extensions, and one-ups.



PROTIP: The skimasks only attack in a straight line from the left and the right sides. Jump over them so that they all wind up on one side. This way you need only fight in one direction and no one can sneak up behind you.

PROTIP: Always spare one enemy so you can throw him into phone booths, crates, or barrels to reveal valuable treasures!

Now, the Bad News

Although Ninja Gaiden is a visual delight, it isn't a very challenging game. Add unlimited continues from the beginning of the level you're on to a sparse variety of villains, simple fighting, the enemies' repetitive attack technique, and only five levels, and a seasoned video ninja can polish off the game within half an hour!

Unfortunately, just seeing "Ninja Gaiden" on the box sets up preconceived expectations for an exciting, challenging game that doesn't materialize. However, if awesome computer graphics and nonstop, keep-you-busy ninja action are enough to get you jazzed, this game's your.

Sometimes it's hard to find a good Ninja when you want one.

Ninja Gaiden by Atari (\$39.95 — Available April '91).

GamePro Game Rating				
Graphics	Sound	Gameplay	FunFactor	Challenge



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This game pack includes a Game Boy Color console and a Game Boy Color game.

GO!

Ask The Pros

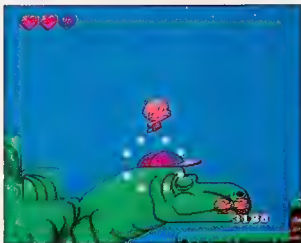
TurboGrafx-16

Bonk's Adventure

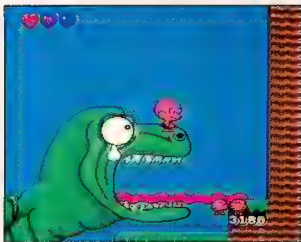
Dear ASK THE PROS,
In Bonk's Adventure, I can't seem to get past the dinosaur in level one. Can you help me?

David Li, Fullerton, CA

Dear David,
The dinosaur on level one of Bonk's Adventure is much tougher than he looks. You don't have to defeat him – just wake him up. You can do this by jumping high in the air, spinning, and landing right on the top of his head. The dinosaur should wake up, stick out his tongue, and let you climb inside his mouth.



You have to jump on the dino's head...



...if you want him to open up.

Genesis

The Last Battle

Dear ASK THE PROS,
Is there a way to continue in The Last Battle?

Noah Leon, Perris, CA

Dear Noah,

You can continue after Chapter One by doing the following pad trick: When your game is over, press Buttons A, B, and C simultaneously. Hold these down and press Start four times. After you finish Chapter One and do this trick you'll be able to select Chapters up to the one you reached.

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

GAMEPRO Magazine

Ask the Pros

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Questions C and D Winners

Geez...what a pile! A large sack of mail was waiting for us this month, filled with answers to our Ask the Readers column from the February issue of GamePro (that's Questions C and D if you're keeping score). So without further ado, here are this month's Ask the Readers winners.

Question C: Super Mario Brothers 3 (NES)

Dear ASK THE PROS,
You guys have gotta help me! In Super Mario Bros. 3 I can get through World 8

and to the battle scene with Bowser. But that's where I get stuck. How am I supposed to beat him?

Ray Renfrow, Fayetteville, NC

ANSWER:

In order to beat Bowser you must dodge him and his fireballs. Then when he's straight up in the air ready to land on you, move out of the way before he does. Keep doing that until he breaks the blocks and falls through. Make sure you don't fall down with him because you'll have to start over at the beginning of the castle if you do.

Aaron Gaines, Sacramento, CA



Lard-o Bowser crashes through the blocks.

Question D: Strider (NES)

Dear ASK THE PROS,
In Strider for the NES, I'm having trouble with Matic, the last boss in the game. Can you give me some tips to defeat him?

Richard Arnett, Lake Elsinore, CA

ANSWER:

Matic is a very tough boss to figure out, but he's extremely simple once you do. First, right when you enter his room, raise your Cipher. Matic will walk ominously towards you, but don't worry, he'll just stand there with his hand on his weapon. Let the Cipher power up to the absolute fullest, and fire. You'll knock his Cipher right out of his hand! When the Cipher flies across the screen, Matic will run to retrieve it. Don't let him! When he backs towards it, rush at him, and swing as fast as you can (it helps to have turbo, but it's not too difficult without it). If you swing furiously enough, Matic will blow up before he can reach his weapon. After that, your final enemy, Yugodestrial, a tree-like being. Defeat him the same way you defeated the others – get underneath his face, hold your Cipher up, and

jump repeatedly. You may have to use a Medical-50 during the battle, but he's relatively easy compared to other bosses in the game. Once Yugodestrial is scraped off your Cipher, you've beaten the game.

Tom Hite, La Verne, CA

ASK THE READERS

This month we're looking for experts at the games Maniac Mansion for the NES and Phantasy Star for the Sega Master System.

Just think, for a measly 29¢ stamp and a little bit of your gaming expertise, you could be wearing THE hot video game shirt – the “Gotta Getta GamePro” multi-color 1991 shirt! So get those cards and letters in! Who sez being a game expert doesn't pay? (Probably some adult.)

Question I: Maniac Mansion (NES)

Dear ASK THE PROS,
I did it! I finally finished Maniac Mansion! I put the evil meteor in the trunk of the Weird Edsel and blasted it out-a-here!

Someone told me there is more than one ending to this game. Can you tell me all the different endings, and tell me what has to be done to get to them?

Bob Hamelink, Portland, OR

Question J: Phantasy Star (Sega Master System)

Dear ASK THE PROS,
I've been playing Phantasy Star for the Sega Master System for about a year now. It's driving me crazy! How do I get to Lassic? Does it have anything to do with the aeroprism and the nuts? Where do I use them? Please answer this letter and end my misery.

Andrew Bush, Silver Spring, MD

Send your answers to:
GamePro Magazine

Ask the Readers G or
Ask the Readers H

(depending on which question
you answer)

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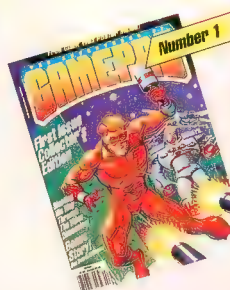
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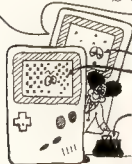
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Game Genie Wins in Canada

The Federal Court of Canada in a ruling by Mr. Justice Paul Robleau dismissed an injunction restraining Camerica Corporation from manufacturing and selling its Game Genie video game enhancer. As reported first in ProNews in the March 1990 issue of *GamePro*, the Game Genie is a peripheral that connects to an NES cart and then both are inserted into the game deck. The Genie enables players to make over 300 NES games easier by programming a myriad of outrageous options such as extra lives, invincibility, super jumping ability, and hundreds of others. The Game Genie retails for between \$70 and \$80.

In other Camerica news, the company will release 14 titles for the NES over the next 12 months. The games are categorized by memory size. The "Gold" series has 2 megs of memory and a suggested retail price of \$49.95. "Silver" carts have a meg of memory and a



\$39.95 price tag. "Rainbow" games hold 512K and sell for \$34.95. Finally, the "Gold Plus/Quattro" carts have a \$54.95 suggested retail price and pack four 512K games. The first release will be "Micro Machines," a Gold series cartridge based on the popular Galoob toy vehicle line. Micro Machines should be in the stores by June.

Nintendo and Sony Team Up on Super Famicom CD Player

Nintendo and Sony will jointly develop a compact-disc player for the Super Famicom. The Japanese financial daily "Nihon Keizai Shimbun" (NKS) reported that the two high tech giants will mar-

ket the CD players in Japan by the end of 1991 at a price below \$700. According to NKS sources, cooperation between Sony and Nintendo could eventually extend beyond technology to include characters from Sony-owned Columbia Pictures movies. Nintendo/Sony CDs will be incompatible with current CD players, such as NEC's TurboGrafx-16 CD drive. Our sources have told us to look for this CD drive in the U.S. by Spring 1992. GamePro has also learned that one of the first CD titles for the Super Famicom drive may be *SimEarth*, the sequel to *SimCity*.

RazorSoft and Sega Battle Over Steamy "StormLord"

Sega has delayed production of RazorSoft's adventure game, *StormLord* (see *GamePro*, April '91), because of an unsettled dispute over the contents of the game. Sega has refused to begin production of the game until RazorSoft puts

Quick, turn the page!



I don't remember any naked fairies in Dial soap commercials.

some clothing on the naked statues and princesses that appear throughout the game. RazorSoft wants to preserve the artistic integrity of the game. According to Senior Vice President, Lisa Parker, "RazorSoft would never publish a lewd or obscene game, but StormLord's graphics are no different than what you find in a fine art gallery, a good prime time T.V. show, or a Dial soap commercial."

Philip Morris Smoking over Sega Marlboro Ads

Philip Morris U.S.A. has filed a trademark infringement suit against Sega Enterprises because of its unauthorized use

of the Marlboro cigarette brand logo in Super Monaco GP, which contains Marlboro billboards throughout. Philip Morris is seeking immediate remedial actions against Sega, as well as lots of money.

CSG Imagesoft Flies with "Hudson Hawk"

Bruce Willis' next movie, Hudson Hawk, slated for a Memorial Day week release will come to the NES and the Game Boy this fall courtesy of CSG Imagesoft. Hudson Hawk is the story of an ex-con (Willis) looking to go straight. Unfortunately, he gets caught up in a wealthy couple's scheme to rob three of Europe's most renowned museums. Andie McDowell ("Green Card") also stars. Look for details about a super Hudson Hawk contest in the June issue of GamePro!

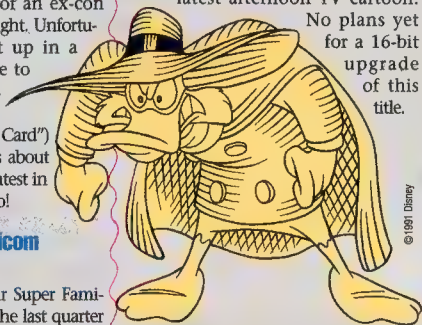
Capcom's Super Famicom U.S. releases

Capcom announced their Super Famicom release schedule for the last quarter of 1991 (September-December) and the

first quarter of 1992 (January-March). The first U.S. release will be Final Fight, the number one Super Famicom game in Japan. Final Fight ships in September. Then, expect to see a home version of Capcom's arcade hit, U.N. Squadron, this Christmas. Early in 1992 look for Super Ghouls & Ghosts. Finally, keep an eye out for Mickey Mouse, also expected to ship early next year.

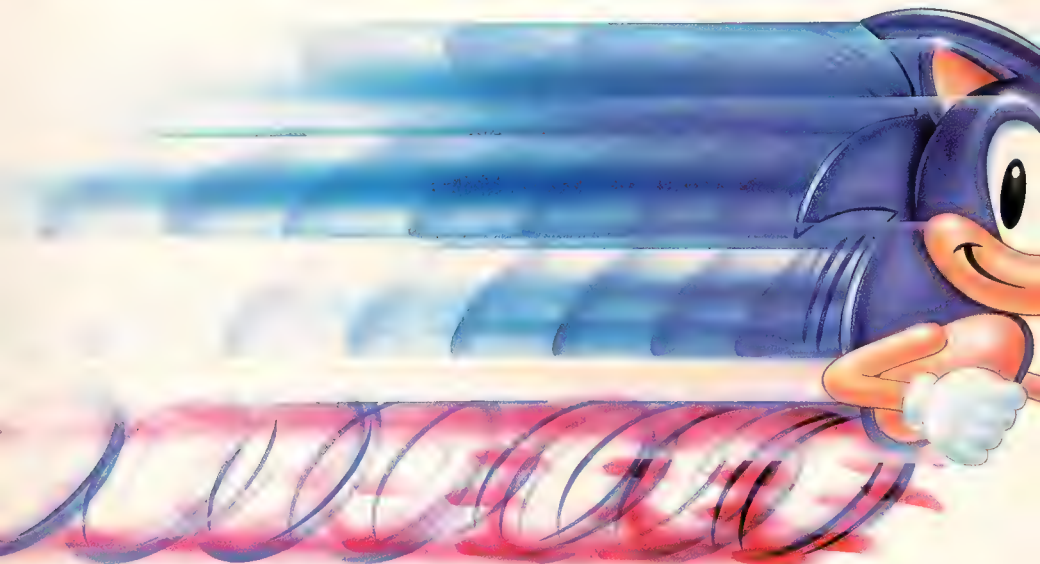
For the NES, Capcom plans to produce "Darkwing Duck," Disney's latest afternoon TV cartoon.

No plans yet for a 16-bit upgrade of this title.



© 1991 Disney

Darkwing Duck soon will be swooping into your local video game store.



Hal America Signs with the NCAA

Nintendo licensee Hal America signed an exclusive licensing agreement with the National Collegiate Athletic Association (NCAA) that allows Hal use of the NCAA seal, conference names, and teams for its new Super Famicom basketball game. The cart should premiere at the 1991 Summer Consumer Electronic Show in June. Sounds like a real Diaper Dandy!

Simpsons News of the Month

Acclaim announced plans to develop a "Simpsons" game for the Super Famicom. According to Acclaim, the company plans to release its 16-bit Simpsons title prior to Christmas, in addition to at least two other new Super Famicom titles by year-end. Aye Carumba!

Konami Sponsors Bill Elliot Game Competition

In conjunction with the release of Bill Elliot's NASCAR Challenge for the Nintendo Entertainment System and the Game Boy, Konami will sponsor a com-

petition for NES and Game Boy racing pros. The four top Bill Elliot NASCAR Challenge drivers for each system receive an all expenses paid trip for two to the Daytona 500 in 1992, plus a chance to meet Bill Elliot! In Daytona, the winners compete in a playoff, with the top scorer driving away in a 1992 Ford Thunderbird Super Coupe. Other prizes include Bill Elliot racing jackets, and Bill Elliot NASCAR handheld LCD games. Drivers, start your engines!

Kung-Fu Heroes Heroes

Culture Brain finally announced the winners of their Kung-Fu Heroes Champion Tournament held from March through August last year (1990). The top four teams in each category play in the finals which will be held this summer in Los Angeles. All winners receive one day accommodations plus one day admission to Disneyland. Winners in the Family category are: Kris Sheldrick and Adam Bradley of Nepean, Ontario; Alex Cseprege and Brian Gisenbrandt of Stevensville, Michigan; Scott and Roger Stein of Hamden, Connecticut; and Hubert Van Veen III and Mary Van Veen of

Luxemburg, Wisconsin. In the General category the winners are: Jim Hernandez and Mike Perring of San Francisco, California; Kelly and Carl McKenzie of Somerset, Kentucky; Christian McCorak and Benbad Tehrani of Surrey, British Columbia; and Mankai Chan and Van Phan of Calgary, Alberta. Winners in each category will receive \$10,000 for 1st place, \$3,000 for 2nd place, and \$1,000 for 3rd or 4th place.

Data East Brings "Digital Video Interactive" Technology to the Arcades

Data East will bring a CD-ROM based video game to the arcades this fall. Using a special chip from Intel, the game will have super-realistic, movie-like graphics and an incredible memory capacity. The CD-ROM players will be sturdier than those used in 1982 arcade games (Dragon's Lair, Space Ace), and will be more reliable because they're computer-based, not laserdisc-based. Look for more info on Data East's latest arcade advancements in future "Hot at the Arcades" columns.

You just missed him!

NEC's TV Sports Football Contest Winners

We received several thousand entries for the TurboGrafx-16 TV Sports Football Competition and most of the entries were pretty impressive. Eighty percent (80%) of contestants scored over 60 points – top notch by any standards! Several entries reached or went over the maximum score possible (255 points). Once you score past 255 points, the scoreboard resets – the only evidence that you really scored over 255 is the letter codes that appear on the scoreboard during each quarter. We had Bob Jacobs of Cinemaware verify all the entries we received over 255 points, and they all were accurate. Then, we had a drawing of the players that broke the 255 point barrier. And from there we chose our three winners:

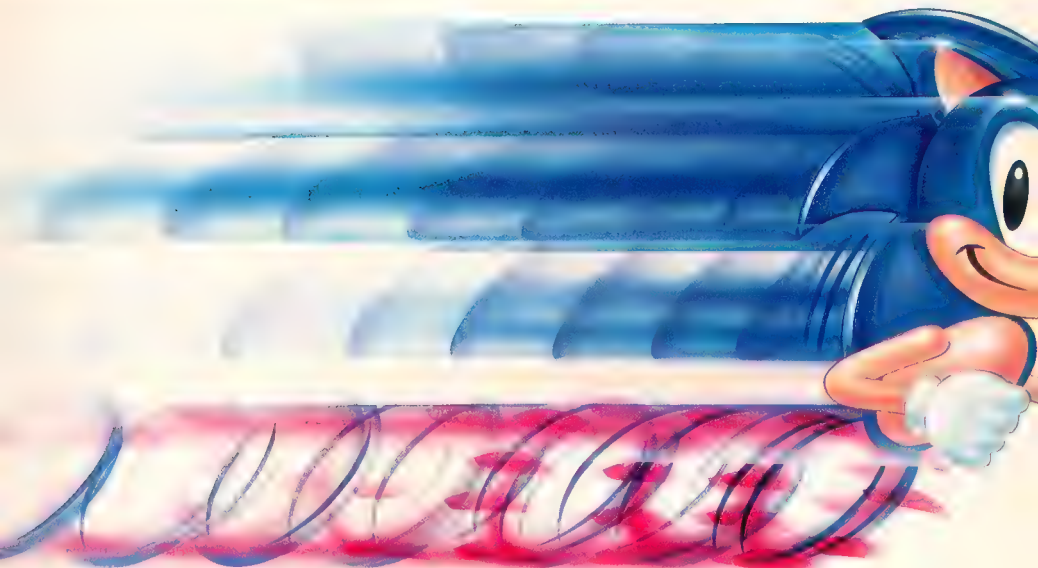
1st Prize: Steve Durston
Brampton, Ontario – 255+ points
Steve will receive a TG-16 CD player and two TG-16 CD games.

2nd Prize: Anthony DiPonio
Long Island City, NY – 255+ points
Anthony gets a TurboTap, two TurboPads, and four TG-16 multi-player games of his choice.



3rd Prize: Chris Fitzpatrick,
Poway, CA – 255+ points
Chris walks away with four TG-16 games of his choice.

Thanks to everyone who sent in an entry for helping make the TV Sports Football Contest an incredible success!
(Check out super TV Sports Football S.W.A.T. on page 66 of this issue!)



Short ProShots

Nintendo

Die Hard (Activision)

Are you a diehard for action adventure carts? Well, then Activision's new six level, single player, strategy adventure cart, *Die Hard*, is just for you. Based on the big screen smash starring Bruce Willis as Officer John McClane, the action in this



cart is guaranteed to make your heart pound. The Nakatomi Plaza building has been seized by terrorists who are after millions of dollars in bonds; among the hostages are your wife and child. As you attempt to foil the terrorists and save your family, you duck through air vents, shimmy up elevator shafts, and try to confiscate terrorist weapons, such as C-4 explosives and rocket launchers! The bad guys track you from level to level, and a feature called "RealVision" you to see the action through McClane's eyes.

Available June '91.

Trivial Pursuit (Parker Brothers)



If you think you know a little bit about everything, or would like to, then test your wits against the all new NES version of the board game smash hit, *Trivial Pursuit*. The game includes questions based on the original categories: History, Sports, Entertainment, Arts, and the Sciences. Of course, if those subjects aren't your cup of tea, feel free to choose from 30 specialized categories, such as pre-Elvis, post-Beatles, and Baseball Personalities in the Eighties. There are over 1,000 questions in all. You can even command the computer to choose a random mix

You have to be faster than that!

of subjects. Up to four people can play at once or you can play against any of six animated computer opponents. Think you know it all? Try Trivial Pursuit!

Available September '91.

Super Spy Hunter (Sunsoft)



It's the year 2525, and the United Nations is under threat of attack from the wicked international terrorist known as "X." All attempts to thwart X's efforts have failed, and in a last ditch effort the C.I.A. has called upon you, Super Spy Hunter the

non-official agent, to get the job done. A Super-Charged Racer, an Aqua Blaster water craft, and the Turbo Copter are all primed and ready to help you blast your way through the seven, multi-dimensional stages in this high action thriller. Move over 007, Super Spy Hunter is on his way!

Available Spring '91.

Genesis

James Pond (Electronic Arts)

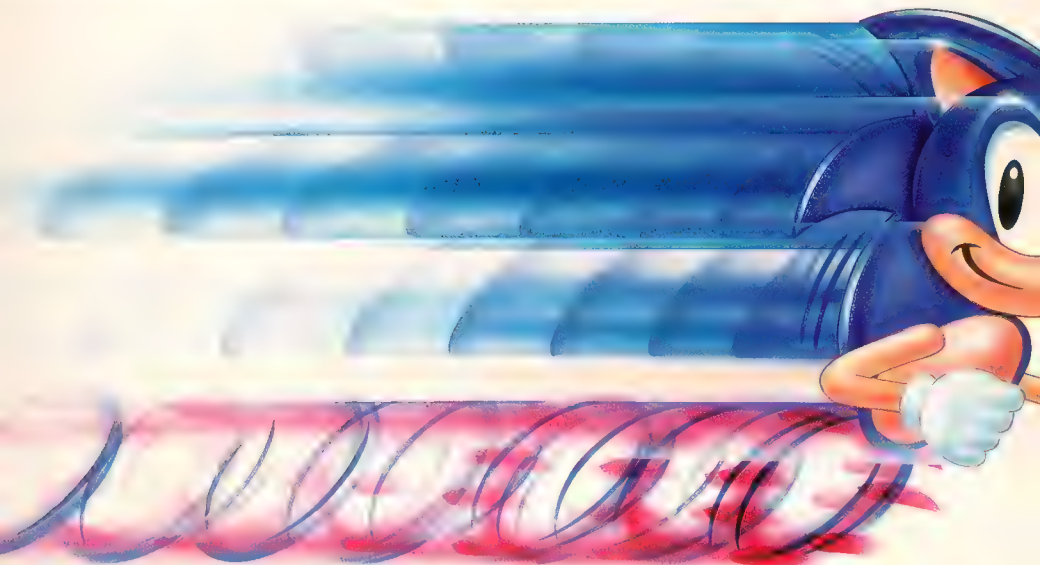
Pond, James Pond, one of Electronic Arts' latest brainchildren is due to make a splash, very soon, in an ocean near you. Agent Pond is a real cad, uhhh, cod. He's a fish-spy extraordinaire and a suave mermaid's man, who's been reeled in for 12 extraordinary underwater missions. Unlike that movie star landlubber with the similar name, James Pond has no guns or fancy wristwatches to protect him, and he at-



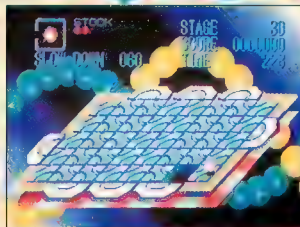
tempts great feats of bravery to protect the environment, such as disposing of toxic waste containers (Mission 5 - "For Your Fins Only") and recovering hidden contraband gunk (Mission 6 - "Fishfingers"). Pond draws upon his own strength; blowing bubbles, to trap his many saltwater enemies, including the ghost of Blue Beard, feisty starfish, and mutant mackerels - just call him Bubble-0-Seven, secret agent of the seas!

Available Now.

Continued on Page 64.



Junction (Micronet)



Junction is a fascinating and addictive puzzle game from a new developer on the Genesis block, Micronet. The game consists of a single red ball and five boards (each with 10 stages) composed of multiple tiles. Each tile has a tiny groove etched into it, and all the grooves are shaped differently. The ball travels in the grooves. The object of the game is to maneuver the ball to certain checkpoints on the board by moving the tiles around so that their grooves fit together, forming a continuous line. If the ball hits a point where the tile grooves are mis-matched, or if it rolls into

an empty space on the board, you lose the round. Get it together with Junction.

Available Now.

Phantasy Star III (Sega)



Phantasy Star – You loved it the first time, you couldn't get your hands on the sequel fast enough, just imagine how you're going to feel about part III! Yes, Phantasy Phreaks, the epic role play saga continues. This time, however, it's bigger and better than ever. As you travel through the seven Journeys (including nine different Worlds and Moons), you'll

have the pleasure of becoming even more deeply involved with the characters as you share in their life experiences, such as marriage, aging, and even death. Set aside hundreds of hours to complete this mega-star adventure. If you think you were hooked before, just wait until you enter the third Phantasy dimension.

Available June '91.

Game Boy

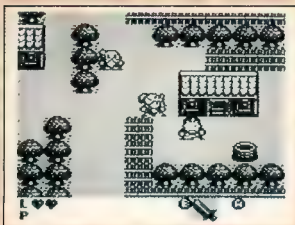
Rolan's Curse (American Sammy)

King Barius, Lord of the Demons, was accidentally released from his castle-prison and, in a fit of vengeful rage, he cast a black spell across the land of Rolan. In this exciting role play adventure (for one or two players) you assume the role of a medieval warrior and travel across Rolan in search of King Barius and his evil followers. You'll need life-giving potions, a Power Crystal, the Wand of Uzi, and other weapons to aid

Okay, who's the wiseguy that hit pause!

Sonic The Hedgehog™ is coming soon. He's the fastest video character you've ever laid eyes on. And he's only available on the 16-bit Sega Genesis™ system. If you want to catch him you'd better hurry. He's going to be moving incredibly fast.

SEGA
GENESIS



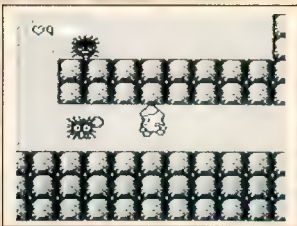
you in a fight to free the land. Don't expect to find these goodies in the local shops; however, they're hidden amidst the evil and must be carefully sleuthed out. Can you reverse the curse of Rolan?!

Available Now.

Spud's Adventure (Asuka)

Join Spud, the mighty tater-tot, in a challenging adventure to save the king's daughter from the wicked Kitchen Enemies – a rotten bunch of baddies who've locked her up in the Labyrinth Tower! As Spud wanders through the four huge ar-

chas of the tower, he encounters a wide variety of dilemmas. There are puzzles to solve, enemies to fight, invisible mazes and hidden entrances to tackle, and

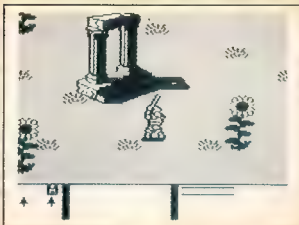


much, much more. Don't be a couch potato, help Spud restore peace to the "veggie" kingdom.

Available Spring '91.

Kingdom Crusade (Tradewest)

Try your hand at conquering castles in Tradewest's new role play adventure cart, Kingdom Crusade. As commander of a



seven member army it's your task to guide your crusaders into battle for control of the land. The more land you control, the greater your chances are of conquering enemy troops and castles. Take control of all enemy castles and you win the game. Easier said than done, however. Remember, leading an army requires more than fighting; you must also keep your army healthy, armed, and fed. How? By collecting things such as apples, cheese (for food), as well as bows, arrows, and swords. Be careful! Some foods are tainted with poison. Would you give your kingdom for a good crusade? Check this out.

Available Summer '91.



TIPS • TACTICS PASSWORDS

Thunder Force III (Genesis)

Bye-bye Ending Sequence



At the ending sequence of the game, you can make your character's hands wave and eyes wink by pressing the C button.

Tyler Rockwell, Portola Valley, CA

TV Sports Football (TurboGrafx-16)

Super Password Mode

There is a secret password mode in TV Sports Football that enables you to power-up your team in a number of different ways. To reach this special mode select EXHIBITION, then choose your opponent's team. Next, press SELECT and Button II simultaneously. This will put you at a password screen.

Now type one of the following passwords:

ULTIMATEWIZ - Starts your team with a 28 point lead.

SUPERHANDS - Gives you a "15" Catch rating for all your players.

SUPERSTRENGTH - Gives you a "15" Strength rating for every player on defense.

SUPERSPEED - Speeds up your players.

SUPERAGILITY - Gives your players a better chance to shake tackles.

THECOOKER - Gives you an invincible fullback; he can't be tackled!

CORNBREAD - Makes the other team fumble a lot.

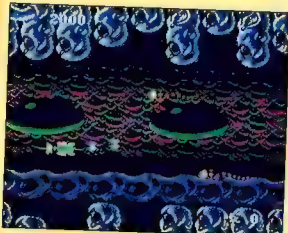
GOLDIELOCK - Your team won't throw any interceptions or have any blocked passes.

Note: Some of these passwords are invisible!

After you enter a code and jump back to the team selection screen, you can enter another password by pressing SELECT and Button II simultaneously again.

Psychosis (TurboGrafx-16)

Level Select!



To start on Causes 2, 3, or 4 make sure that all turbo switches are off. Now press Run and quickly hold down Button II. While holding Button II, hit Run:

5 times for Cause 2

45 times for Cause 3

25 times for Cause 4

100 times for Cause 5

David Rector, Philadelphia, PA

TV Sports Football (TurboGrafx-16)

Super Team Powerup

To give your players a "15" rating in every ability, try the following trick: Pick your opponent's team, then press Button II, then press Down, Up, Down, Up, Up, Up, and press Button II again. Next, pick your team. Every player will have top ratings in each skill category.

NES Play Action Football (Nintendo)

Championship Passwords!

Use this code to start one game away from the Power Bowl as San Francisco versus Miami:

B7H5DSD5FC

To play in the Power Bowl as San Francisco versus Chicago:

0IG9DQT5C8

T.J. Rumler, Piedmont, SC

Sword of Sodan (Genesis)

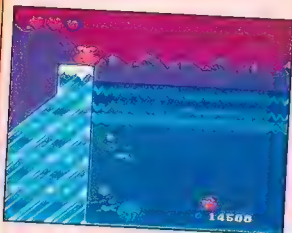
Warp Trick!

You can warp to the next level by collecting 4 Etherium potions and drinking them all at once.

Charles Wilson, Ballston Spa, NY

Bonk's Adventure (TurboGrafx-16)

Lots of 1-Ups!

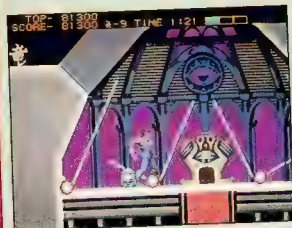


You can grab bunches of 1-Ups by knocking out those underwater turtles in Level 3-5. You can end up with 20 extra bonks!

Aaron W. Farris, Riverview, MI

Strider (Genesis)

Avoid the Lasers!



On the second Reactor, you can avoid being hit by the lasers if you stand so that the capsule on the ground to your left touches your foot. Now the lasers will pass right through you without inflicting any damage!

Mr. J. Contreras, Bergenfield, NJ

Rolling Thunder (Nintendo)

Passwords!



These passwords will help you along through some of the tougher levels!

Story 1:

Area 3- 6426099

Area 5- 1450064

Story 2:

Area 7- 6609809

Area 9- 3495242

Story 3:

Area 1- 6692956

Area 2- 4516110

Area 3- 6396857

Area 4- 4249741

Area 5- 6916079

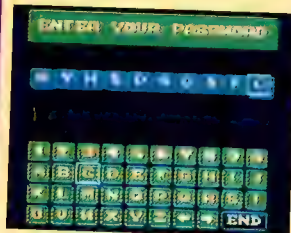
Story 4:

Area 6- 7236972

Brian M. Davis, Florence, SC

G.I. Joe (Nintendo)

Passwords!



Here are some awesome passwords for battle-weary G.I. Joes who'd like to see more of the game.

Stage 2: PSGN5XRZA

Stage 3: 3ZDX9Z0X1

Stage 4: N3GGN3BGB

Stage 5: 5399N5XG2

Stage 6: 5ZD3NN5X5

To start the second quest use:

ZNS39N5XF

Glenn True, West Chazy, NY

Teenage Mutant Ninja Turtles II (Nintendo)

10 Lives!

The following code enables you to start the game with 10 lives. While at the title screen, press Up, Right 2 times, Down 3 times, Left 4 times, B, and A.

Eric Dublin, Wappingers Falls, NY

SWAT

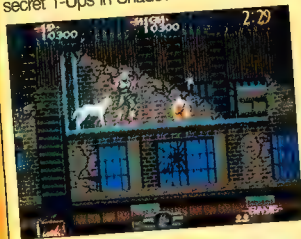
TIPS/TACTICS PASSWORDS



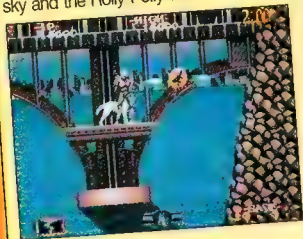
Shadow Dancer (Genesis)

A Bunch of 1-Ups!

Here are the locations of most of the secret 1-Ups in Shadow Dancer.



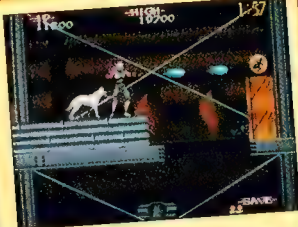
In Stage 1-2 there's a 1-Up where the second set of debris drops out of the sky and the Rolly-Polly sits.



In Stage 2-1 there's a 2-Up on the bottom right hand corner of the bridge.



In Stage 2-2 near the end of the train is a 1-Up. It's above the right side of the last car!



In Stage 3-1 at the right end of the third floor there's a 2-Up.



In Stage 5-1, Room 5, there's a 2-Up above the door at the end of the stage. Jump before entering the door!

Brian Olson, La Verne, CA

Operation C (Game Boy)

Stage Select

There's a way to select stages in Operation C. To use the stage select, make the following keypresses at the title screen: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and Start. You'll see the stage number appear at the bottom of the screen. Select the desired stage, and press start!

Jimmy Salstier, Staten Island, NY

Valis II (TurboGrafx-16)

Select Weapons and Items!

Here's a way to select any weapon and item in Valis II. First hold down Button II and press Run while playing the game. This will pause the game. Now press Select, I, II, I, then hit Run. You can now select the weapon of your choice by pressing Run to pause the game and using Button I to select Items and Button II for weapons!

Jamie Heartely, San Francisco, CA

Shadow Dancer (Genesis)

200,000 Extra Points!

Here's a way to get an extra 200,000 points each time you kill a boss. Attack the boss until his defense is down to his last 1 or 2 flames. Now, dodge his attack until the clock starts the 10-second countdown. When the clock winds down to the last second, use your ninja magic. The computer will reward you with an extra 200,000 points! This works on all bosses except for Savros (the final boss)!

Michael D. Webb, Birmingham, AL

Little Nemo: The Dream Master (Nintendo)

Level Select!



Here is a way to start at any desired level! At the title screen, use Controller 1 and press Up, Select, Left, Right, A, A, then B. You should now see "Dream Select" appear underneath Start! Press down to select Dream Select, then press Button A for as many levels as you'd like to skip!

Randy Oyler, San Jose, CA

Bomber Man (TurboGrafx-16) Super Password!

The following password will start you on stage 5-4 with your bombs fully powered up!

RUHNGSEY

Tim Malone, Hudson, NY

Legendary Axe II (TurboGrafx-16)

Continue Up!

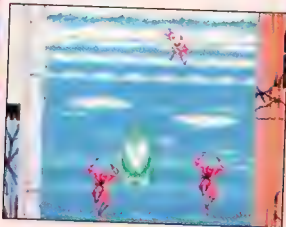


To rack up continues, wait until the Game Over screen appears, then hold down Button II and Run while you push Left rapidly. You should see extra credits on the next continue screen!

Susan Seluski, Philadelphia, PA

Shadow Dancer (Genesis)

An Easy 1-Up!



You can get an easy 1-Up by not shooting any enemies during the bonus round. Just let yourself fall without throwing any shurikens!

Chris Schwartz, Hillsdale, NJ

Mercenary Force (Game Boy)

Round Select with \$50,000 to Start!

Press Up, Select, A button, and B button all together at the opening title screen. Now you'll Start with \$50,000 instead of \$5,000. All you have to do is press the control pad to the right to select stages!

Jimmy Johnson, Long Beach, CA

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SWAT Classics

The Adventures of Lolo 2 (Nintendo)

Four Extra Secret Rooms!

When you finish the Adventures of Lolo, put in the following passwords:

ProA

ProB

ProC

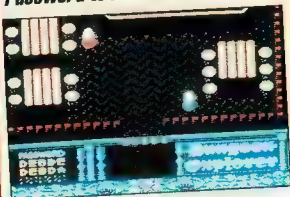
ProD

Now you can play the four extra secret rooms!

Dungeon Explorers

(TurboGrafx-16)

Password to Invincibility!



To become invincible type in the password:

DEBDE

DEBDA

Then, press RUN and Button 1 simultaneously. The screen reads "password error." Now press Button II and choose your character!

Bad Dudes (Nintendo)

64 Lives!

To get 64 lives in Bad Dudes try the following: At the title screen press B, A, Down, Up, Down, Up on Controller 2, and then press Start on Controller 1.



Astyanax (Nintendo)

Invincibility

To become invincible press Up, Up, Up, Up, Down, Left, Right, and Up during the title screen. Now you can master the monsters.

Super Sprint (Nintendo)

Add Extra Laps!

In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (If you don't have one, press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the



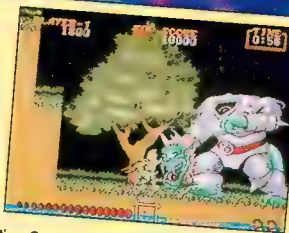
line and sometimes the game will continue to add laps. This trick enables you to take more time to grab the wrenches and power-ups on the track.

Ryan Jaster, Rock Island, IL

Ghouls 'n Ghosts (Genesis)

Invincibility

Do the following to become invincible in Ghouls 'n Ghosts: After turning on the machine press the Reset button four times. When the title screen comes on press Button A four times. Next press the directional pad Up, Down, Left, and Right. You should hear a distinct tone at this point. After hearing the tone, press the Start button to get the Player Selection Screen. At the Player Select



tion Screen, hold down Button B, and press Start to begin the game. Now Arthur is invincible.

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FOR THE
NINTENDO
ENTERTAINMENT
SYSTEM[®]

MARY GROESING



How, fellow townies:
Bart Simpson J. Simpson
here, with a big secret:
Space mutants are invading Springfield!

Yours truly is the only one who can see 'em—so it's
up to me to stop 'em. I've gotta spraypaint things, get sidin' on my skateboard, and in general,
behave like a nuisance. Man, it's a good thing I've got the rest of the Simpsons to ring me out.
So if you're a decent person, a painter, save the Earth! Buy the game!

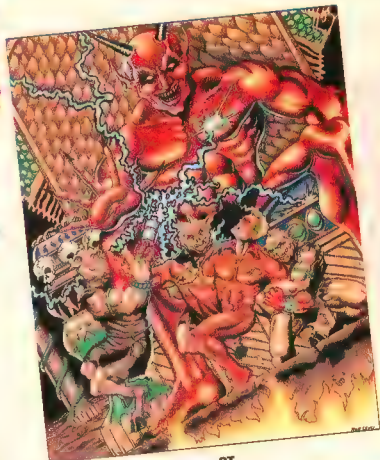


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ProArtist Series

Impressive stuff, GamePro! As we poured over the thousands of pictures that were entered in our fourth ProArtist Contest, we discovered that not only are you master gamers, you're top notch artists as well! Everyone really went all out to "draw" our old GamePro pal, Alex West, into some wild n' crazy video dimension predicaments. With all those great looking entries, it was tougher than ever to make our final selections - here they are, at last. Congratulations to the winners and thanks to everyone for your hard work and enthusiasm.

First Place:



Rob Csiki (24) Willington, CT

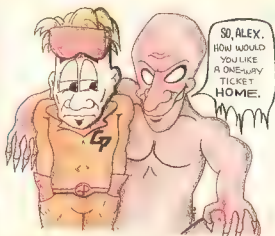


Brian O'Dell (14) Lansing, IL

Second Place:



David C. Wallin (19) Denton, TX



Cort Millward (16) Oakland, CA



Honorable Mention:
Brian Dyss (10)

Runners Up:



Stephen Bornholtz (13)
Grand Blanc, MI



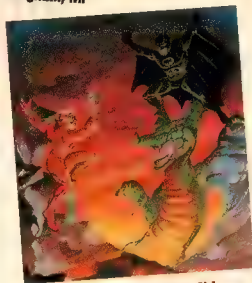
Timothy Ozon (25) Mt. Clemens, MI



Jason Goad (16) Dayton, OH



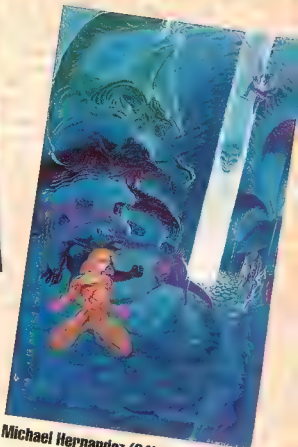
Dan Walimaa (28) Birmingham, MI



Steven Martin (16) Union, NJ



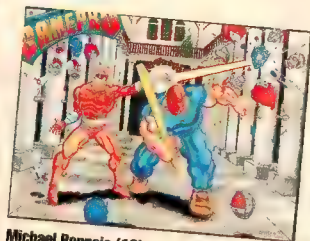
T.W. Jones (26) Carthage, MO



Michael Hernandez (24) New York, NY



Terence Louie (27) Houston, TX



Michael Bornejo (18) San Francisco, CA



Jaime Margary-Torres (14) Bayamon, P.R.

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When you have achieved your best score on any Nintendo, Sega, Genesis, TurboGrafx-16, Atari (7800 or XE) Game Boy, or Lynx game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue! Also, in each issue a drawing will be held of all high scorers, one in each area.

For best photo results, turn out the lights in the room, use a 35mm camera, flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/camcorder and submit

your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

- 1) Players must play the game continuously—for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.
- 2) Secret power-ups are allowed.
- 3) Slow motion is discouraged, but will be allowed on certain games when our panel of judges feels slo-mo is necessary.

4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear in one issue of the magazine.

Please mail in your proof of a super score, and print on a piece of paper your name, address, phone number, name of game, name of game system, score achieved, and mail to:

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ProScores
P.O. Box 3329
Redwood City, CA 94064

NINTENDO

Game	Player	Score	Game	Player	Score	Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400	Final Fantasy	Mike Puzdrak	Finished	Pinbot	Mike Camber	47,297,990
1542	Jason Wu	136,400	Fist of the Northstar	Jake McKee	Finished	Popeye	Dan Levy	316,420
1943	Donald E. Vasquez	2,621,400	Friday the 13th	Jay Koster	Finished	P.O.W.	Mark Kellner	316,900
A Boy and His Blob	Jason Turka	157,015	Galaga	Michael Valenzuela	999,300	R.C. Pro Am	Scott Nelson	281,227
A Nightmare on Elm St	Jay Koster	Finished	Gauntlet	Paul M. Davis	3,999	Rad Racer	Glenn Stockwell	61,296
Adventures of Lolo	Dave Wilson	112,210	Godzilla	Jason Turka	9,861,740	Rampage	Stephen Krogman	42,999,963
Adventures of Lolo 2	Matthew Morrill	Finished	Golf	Stephen Dent	18 under par	Renegade	Peter Boadry	232,800
Alien Syndrome	Jason Blestein	Finished	Gotta	Conrad Cheslock	999,990	Rescue Rangers	Jared Karnoval	993,727
Alpha Mission	Michael Suggs	425,000	Graffiti	Scott Lindsey	3,652,000	Roadblasters	Shawn McTaggart	Finished
Arkanoid	Craig Beggs	763,350	Guardian Legend	J.J. Cano	9,999,990	RoboCop	Dave Wright	100,950
Asyanax	Jessie Medina	9,999,990	Gunslinger	Gregory Vanrochoudt	999,990	Rock 'n' Ball	Frank Maruca	2,724,000
Bad Dudes	Stephen Krogman	999,990	Gyromite	Steve Menton	727,240	Rollerball	James Kaly	99,252,030
Balloon Fight	Tony Shively	991,250	Hogan's Alley	Leza Smith	9,999,990	Rolling Thunder	Jay Koster	982,930
Batman	David Branscom	Finished	Ice Climber	Steven Faust	963,500	Rush 'n' Attack	John Orr	57,630
Black Bass	David Wright	25 lbs	Indiana Jones	Kevin McLaren	9,999,990	Section Z	John J. Whittington	1,182,600
Bomber Man	Stephen Krogman	999,999,900	Iron Tank	Ed Van-Tilburg	1,180,900	Shadow of the Ninja	Adam Albert	440,580
Bowling	Cary Bell	240 pts	Jackal	Cory Lewis	999,670	Shelicos	Barbara Holmes	Finished
Bubble Bobble	Gerard Apullos	2,071,390	John Elway's	Nicholas Malandrakis	109-0	Shinobi	David Sonnenberg	Finished
Bugs Bunny	Michael Gaddis	132,500	Quarterback			Shooting Range	Stephen Krogman	610,500
Bump 'n' Jump	Greg Shil	126,840	Joust	Tony Grouzis	124,880	Party Game	Ray Venostale	99,990
California Games/	Matt McGrath	24,445	Karate Champ	Adam Albert	999,900	Skate or Die	Conrad Cheslock	44,500
Half Pipe			Karate Kid	Peter Boadry	557,200	Sky Kid	Todd A Barber	367,500
Casino Kid	Olite Bites	Won	Kid Icarus	Mason Sheffield	9,999,990	Sky Shark	Bob Ostrovecky	874,700
Castlevania	Michael Gamp	Finished	Kid Niki	Sam Wu	557,700	Solomon's Key	Jeff Adkins	17,095,550
Castlevania II	Keith Ramsey	Finished	Klax	James Kaly	3,435,800	Spelunker	Jeff Adkins	999,820
Castlevania III	Jay Koster	Finished	Kung Fu Heroes	Michael Liebel	1,754,500	Spy Hunter	Mike Gamp	236,705
Chiller	Ronald Pebley Jr	Finished	Kung Fu Master	Edouard Charbonneau	580,210	Squonk	Glenn Stockwell	12,012,210
Cobra Triangle	Michael Gamp	Finished	Legend of Kage	Marques Olvera	7,136,940	Star Force	Jonathan Henry	6,443,900
Contra	Alex Childress	1,307,100	Legendary Wings	Conrad Cheslock	2,568,600	Stinger	Key McKenzie	6,090,000
Cybernoid	Anders Svaerd	1,307,100	Life Force	Blair Vanstone	2,568,600	Super C	John J. Whittington	3,318,800
Demon Sword	Dan Kennedy	6,553,500	Match Riders	Steve Menton	1,216,240	Super Dodge Ball	Dave Wright	9,999,990
Dig Dug	Brian Davis	61,220	Master Conspiracy	Jay Koster	448,860	Super Mario Bros. 2	Chris Collins	Finished
Dig Dug 2	Darmian Kowace	Finished	Marble Madness	Jay Koster	Finished	Super Mario Bros. 3	Michael Gamp	Finished
Donkey Kong	Stephen Krogman	415,100	Mega Man	James Chisholm	153,600	Super Pitfall	Scott Moss	Finished
Donkey Kong Jr.	Stephen Krogman	185,000	Mega Man II	Steven Barnholtz	2,382,500	Super Spont	Keith Allen	Finished
Donkey Kong 3	Michael LeJuez	438,400	Metall Gear	David Sonnenberg	Finished	Teenage Mutant	Glenn Stockwell	9,999,500
Double Dragon	Buzz Maygan	744,000	Mickey Mousecapade	Philp Kaplan	Finished	Turtles	John Ciepiela	133,100
Double Dragon II	David Wright	490,310	Mighty Bomb Jack	David Sonnenberg	Finished		Chris Hoffman	2,184,100
Dragon Warrior	Jason Turka	501,080	Millipede	Barbara Holmes	Finished			
Dragon Warrior II	David Sonnenberg	Finished	Monster Party	John Whittington	9,999,990			
Duck Hunt	Barbara Holmes	Finished	Ninja Gaiden	Stephen Krogman	13,008,920			
Duck Hunt	Stan Mikulak	Finished	Operation Wolf	Nicholas Reinbaugh	663,339			
Final Fantasy	Robbie Wetz	999,500	Paperboy	Jesus Medina	999,900			
	Jeff Stanton	13,130,000	Pinball	Chris Spencer	Finished			
	D. Minto & D. Sonnenberg	Finished	Pinball Quest	Glenn Stockwell	1,172,800			
	Jay Koster	Finished		Melissa Finch	191,300			
	Rionne Lipinski	Finished		Jason Joseph	947,720			
	Chris Kilgore	Finished		Mike Camber	9,999,990			
	William Dunfee	Finished			9,999,990			

NINTENDO (cont.)

Game	Player	Score
Track & Field	Kevin Keto	1,039,719
Trojan	Rex Cottingham	456,150
Twin Cobra	Ryan Cutton	581,000
Wall Street Kid	David Sonnenberg	Finished
Willow	Michael Gampg	Finished
	Russ Dobbins	Finished
Wings	Conrad D. Cheslock	1,016,000
Wizards and Warriors II (IronSword)	J. Atkins	999,999
	Brian Davis	764,760
World Runner	Adam Kline	669,650
Wrecking Crew	Jason T.	999,900
Xenophobe	Adriano Garcia	999,990
Zanac	Dave Hanych	36,783,810

SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	David Rapport	1,163,550
After Burner	C. Long	18,262,060
Alex Kidd/Lost Stars	Derek Bokinger	201,500
Alex Kidd/Miracle World	Jacoby Lucien	274,400
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	Jacoby Lucien	7,942,900
Bomber Raid	Bob "ski" Inskey	1,124,300
Calif. Games, BMX	Alex Biseno	60,400
Calif. Games, Foot Bag	Jonathan Mason	120,550
Calif. Games, Half Pipe	Phillipe Takla	33,480
Calif. Games, Surfing	Frank Machin	8.0
Captain Silver	Jacoby Lucien	1,280,000
Choplifter	Wayne Frick	3,327,200
Cloud Master	Tony Grouzis	494,800
Dead Angle	Jacoby Lucien	243,300
Double Dragon	Reginald Stewart	3,456,930
Enduro Racer	Brian Dear	5'58"18
Fantasy Zone	A. J.F.	9,999,999
Fantasy Zone II	Jacoby Lucien	8,973,500
GangsterTown	Andrew Frick	194,720
Ghost House	Chns Jank	304,400
Golvellus	Victor Dods	Finished
Global Defense	Peter Maksym	63,230
Hang On	Gus Zambrano	4,125,080
Kenseiden	Mike Jankuski	999,900
Kung Fu Kid	Sean Skierski	2,217,400
Maze Hunter 3-D	Jacoby Lucien	302,500
Missile Defense 3-D	Jacoby Lucien	555,800
My Hero	André St. Laurent	586,590
Out Run	Michael J. Andrus	48,442,140
Parlor Games	David Sonnenberg	score 200-83
Poseidon Wars	Thomas J. Andrus	165,852
Power Street	Thomas Dreiss	4,657,250
Phantasy Star	Debra Ratiff	Finished
Pro Wrestling	Jacoby Lucien	704,000
Quartet	Jacoby Lucien	246,600
R-Type	Jordan Kane	1,153,000
Rambo	Ovidio Marina	1,445,900
Rambo III	Jacoby Lucien	81,900
Rampage	Vijay Parthiban	942,735
Rastan	Brian Gaudreault	2,081,990

SEGA MASTER SYSTEM (cont.)

Game	Player	Score
Rescue Mission	Andrew Frick	568,600
Satan Hunt	Ric Elias	1,533,500
Shinobi	Albert Pernia	1,317,1250
Shooting Gallery	Jacoby Lucien	333,900
Space Harrier	David Travers	36,035,880
Space Harrier 3-D	DeAngelo Price	18,517,740
Teddy Boy	Adam Sagal	999,999
The Ninja	Jacoby Lucien	2,408,500
Thunderblade	Thullmany Alexandre	2,701,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Wanted	Jacoby Lucien	180,700
Wonder Boy in Monster Land	Dominic Gagnon	2,304,500
Ys The Vanished Omens	Debra Ratiff	Finished
Zaxxon	Gus Zambrano	75,900
Zillion II	André St. Laurent	411,000

GENESIS

Game	Player	Score
Air Diver	Jonathon Zaremba	93,352,000
Altered Beast	Jeff Behnke	10,455,400
Arnold Palmer Golf	E. Holowachuk	37 under Par
Budokan	Greg Cash	Finished
	Ishmael Benoliel	Finished
	D.W. Attitude	Finished
Columns	Ralph Barbagallo	25,474,601
Cyberball	Frank Granger	Won Championship
Forgotten Worlds	Johnny Hopkins	Finished
Ghostbusters	Parrish Spinosa	12,371,000
Ghouls 'n Ghosts	Chad Lusk	Finished
	Greg Cash	Finished
	Johnny Hopkins	Finished
	Greg Cash	Finished
Golden Axe	John Pettit	Finished
	Matt McKenna	Finished
	Steve Jand	Finished
	Wade Stringer	1,268,870
	Aaron Barreras	1,811,154
Hard Drivin'	Matt Garland	Finished
Klax	Johnny Hopkins	389,600
Last Battle	Gordon McDonald	Finished
Moonwalker	Anthony Fisher	Finished
Mystic Defender	Michael Campbell	Finished
Phantasy Star II	Jorge Gomez Sanchez	Finished
	Anthony Fisher	Finished
	Alex Skubisz	5,108,090
	The Mads Thummers	8,285,900
Rambo III	Carl Rizzo	1,756,300
Revenge of Shinobi	Nils Thngvall	75,386,620
Space Harrier II	André St. Laurent	11,789,400
Super Hang On	Brian Young	Finished
Super Thunder Blade	Mike Gibson	Finished
Sword of Vermillion	Edwin Brands	Finished
Target Earth	Jon Paleologos	2,164,316
Techno Cop	Parrish Spinosa	756,000
Thunder Force II	Todo Bustillo	4,319,490
Thunder Force III	Andrew Scheele	Finished
Tommy Lasorda Baseball	Shahir Shimi	Won Championship
Truxton	Zubair Nadem	2,255,330
Whip Rush	Parrish Spinosa	348,500

TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Chris Federico	13,771,770
Bloody Wolf	Ken Shulin	2,348,300
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,900
Fantasy Zone	Jonathan Hall	25,813,400
Fighting Street	Michael Campana	264,400
J.J. & Jeff	Christopher Camera	10,175,650
Legendary Axe	Sir Game Master	1,067,400
Monster Lair	Michael Campana	128,130
Monster Spirit	Jason Wong	64,617,300
Pac Land	Barry Sikora	1,051,740
Side Arms	Conrad D. Cheslock	831,300
Splatter House	Butch Gallagher	34,400
Ys Book 1 & 2	Conrad Cheslock	Finished
	Kim Davis	Finished

ATARI

Game	Player	Score
Air Sea Battle	Laurie Grant	75
Asteroids	J.D. Fielder	99,940
Centipede	John J. Whittington	44,768
Commando	Eric Denauff	484,300
Crossburn	John J. Whittington	771,000
Dark Chambers	Eric Denauff	890,560
Dig Dug	Eric Denauff	178,080
Desert Falcon	John J. Whittington	588,034
Donkey Kong Jr.	Jeff Skinner	136,000
Double Dragon	John J. Whittington	120,600
Enduro	Ryan Grant	33,885
Fight Foot	John J. Whittington	15,000,000
Frogger	Mike Ostic	823
Galaga	Dean Bucholz	5,075,010
Impossible Mission	Eric Denauff	3,300
Joust	John J. Whittington	34,900
Just	Eric Denauff	415,750
Kung Fu Master	Christopher Harris	721,540
Mano Bros.	Mike Ostic	186,630
Missile Command	John Whittington	99,410
PACMAN	A.J.F.	142,840
Pitfall	Stephen Krogman	84,526
Pole Position	Christopher Harris	74,800
Pole Position II	Eric Denauff	74,750
Popeye	David Thompson	120,536
Rampage	Kevin Christie	3,648,375
Robotron	John J. Whittington	3,648,375
Sky Diver	Ryan Grant	207,105
Super Huey	John J. Whittington	Score 85-0
Touch Down	John J. Whittington	152,940
Tower Toppler	John J. Whittington	41,400
Vanguard	Tony Grouzis	5 wins
Warlords	Ryan Grant	5,225,095
Xenophobe	John J. Whittington	861,400
Xevious	Christopher Harris	861,400

LYNX

Game	Player	Score
California Games-Footbag	Marc Hayashi	62,900

GAME BOY

Game	Player	Score
Alleyway	Heather Walling	7,920
Revenge of the Gator	Tim Radder	2,208,510
Super Mario Land	Paul Turner	999,999
Tetris	Brad Davenport	461,427

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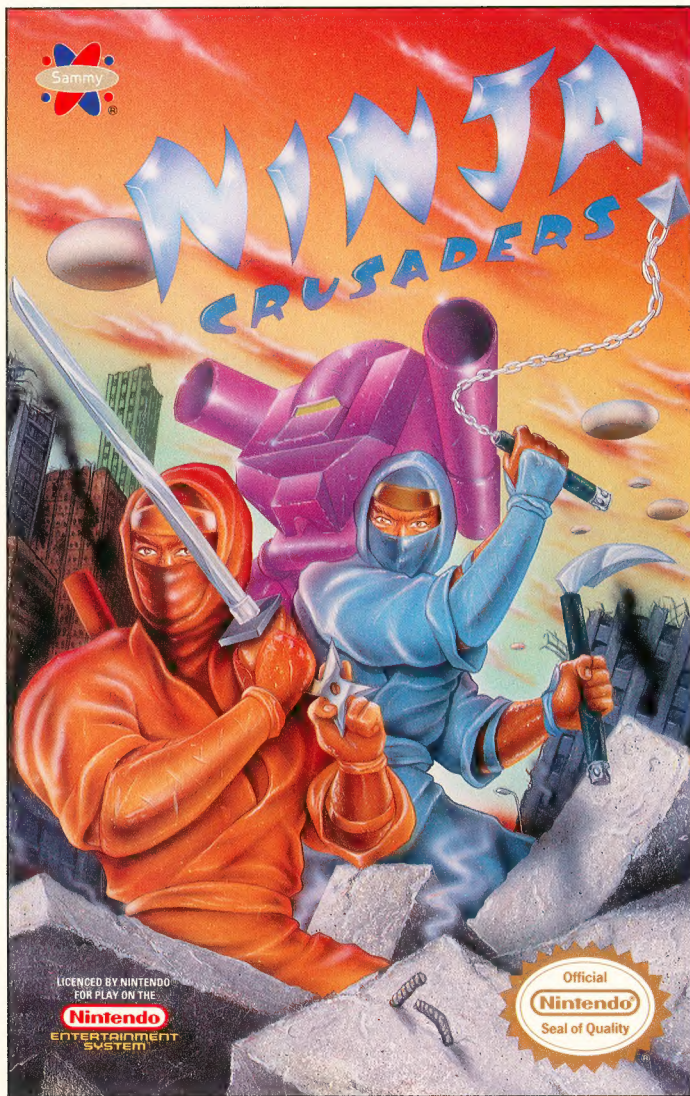


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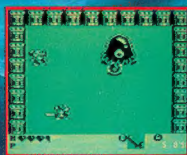
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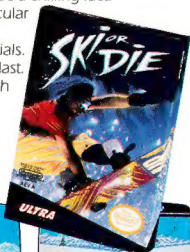
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